

THE UK'S FIRST DREAMCAST REVIEW MAGAZINE

EXPOSED! SEGA'S LAUNCH LINE-UP!

September 1999

Issue 01

dreamcast

128-BIT TECHNOLOGY • ONLINE GAMING

MONTHLY

SONIC ADVENTURE

This is no kid's stuff!

SOUL CALIBUR

EXCLUSIVE
REVIEW

Namco's Tekken-beater slashed open

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MDK 2
SHEN MUE
UEFA STRIKER
F1: WORLD GP
SHADOWMAN
POWER STONE
SEGA RALLY 2

STREET FIGHTER ALPHA 3
THE HOUSE OF THE DEAD 2
RESIDENT EVIL: CODE VERONICA
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DON'T BE LEFT IN THE DARK



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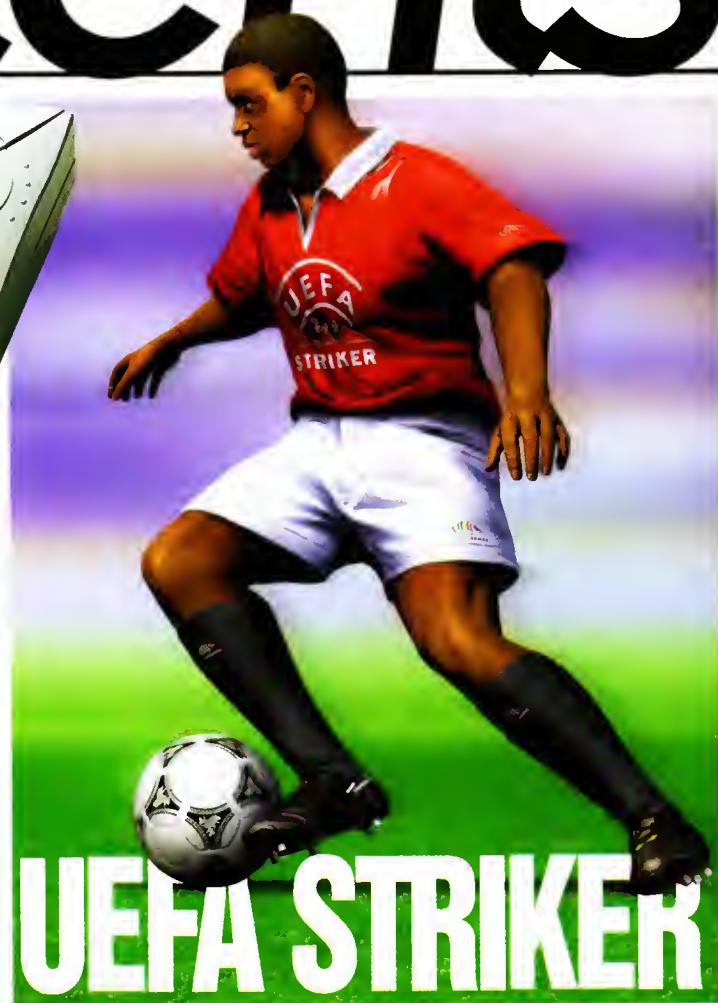
When conversation turns into a slagging match about who's got the best console, you're going to need some hard facts. Right now, the world is talking about the most versatile gamesplaying tool on the planet, so don't be left in the dark...

SOUL CALIBUR

SHOW CASE

12

Having ruled the roost of arcade beat-'em-ups all around the world for a while now, Soul Calibur makes an excellent addition to Sega's ever-growing Dreamcast library. Prepare to be dazzled.



28

We take a look at the Dreamcast's very first football sim, by Infogrames. Footy fans will be in seventh heaven when this is released in October. Make sure you grab a copy of DCM next month to see it in its full splendour.

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SHADOWMAN

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Iguana Entertainment's dark vision comes to light on the Dreamcast. Dangerous Voodoo and a terrifying trip into the macabre - waits only the bravest challenger. Not for the faint-hearted!



dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING

SEGA PARK

92

Starting this month, we take a trip down to our local Sega Park in Bournemouth to check out what's hot and what's not in the arcade scene. To be in with a chance to win a night out on the sunshine coast and **FREE CREDITS ALL NIGHT**, go straight to Page 96 now and enter our stonking competition.

WIN!
1000s OF CREDITS FOR SEGA PARK!



23rd of September launch date is upon us, the £199.99 price tag is confirmed and Sega fever has officially overtaken Star Wars on our very own hype-o-meter.

If you want to know what all the fuss is about, you've come to the right place, because the team here at DCM are devoted to bringing you everything you want to know about the Dreamcast, monthly. You'll find much more than the usual mix of news, previews and reviews here though; we've got all the gossip, loads of features, plus competitions so great we're having to store them at a secret location under armed guard.

WELCOME TO THE UK'S PREMIER DREAMCAST MAGAZINE...

Finally, you can stop dreaming and wake up to the future of video gaming. Dreamcasts are rolling into stores around the country, and countless shops are rubbing their hands together with anticipated glee. The

Of course, we can't write the UK's best Dreamcast mag every month without your help. Write in and tell us what you think of the mag and what you want to see in future issues. Whether it be requests for more amazing competitions, more fantastic news and previews or just your opinion on Kelly Brook's performance on the Big Breakfast. You can write to us at the address at the bottom of the page or e-mail us at dem@quaynet.co.uk. The best letters and e-mails will feature in our letters page, coming your way next issue.

I think you'll have to agree, though, that this issue is completely jam-packed with everything you want to know about Sega's spanking new machine. All that's left to do is sit back, relax, and enjoy the view...

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news**cast**

SEGA UNVEILS LAUNCH LINEUP

Expect to see 25 Dreamcast titles by October!

Sega have confirmed their stunning line up of games ready for launch on the 23rd September.

Ten of their biggest and best titles will be lining the shop shelves; Sonic Adventure, Sega Rally 2, Virtua Fighter 3tb, Blue Stinger, Millennium Soldier: Expendable, Incoming, Monaco Grand Prix Racing Simulation, Power Stone, Speed Devils and Trick Style.

Then following those will be; Toy Commander, Red Dog, Dynamite Cop, The House of the Dead 2, Sega Bass Fishing, Ready to Rumble, Aerowings, Jimmy White's 2: Cueball, Hydro Thunder, Marvel vs Capcom, Mortal Kombat Gold, NFL Blitz 2000, Pen Pen Trieeelon, Tokyo Highway Challenge and finally UEFA Striker.

JF Cecillon, Chief Executive of Sega Europe says: "This is an outstanding line up of high-quality games for both hardened gamers and the general consumer. It demonstrates the belief and faith that the development community has in the Dreamcast console". 'Well said', we say!

All of the ten launch titles have been covered in this very issue of Dreamcast Monthly, and here's a run-down on what we think of each and every one of them:

Sonic Adventure

Sega's trademark has been used yet again for the DC; only this time



Sonic's gone three dimensional and ten times as cool. Next to Soul Calibur, Sonic is the Dreamcast's greatest and best asset. We've played his latest adventure to completion and if there's one game you should buy this summer, Sonic is it. Turn to Page 56 to find out more.

Sega Rally 2

Rally driving games have never been so good. Add the Dreamcast steering wheel and you've got the full monty. Go to Page 64 to read a full review.

Virtua Fighter 3tb

This game is awesome. All the Virtua series clan are there and are looking more stunning than ever. Dreamcast Monthly will bring you even more info on this over the next couple of months.

Blue Stinger

Get up to some gruesome antics with this horror-type action game. This was just one of the most eagerly awaited import titles for the DC and we've previewed it on Page 37.

Millennium Soldier: Expendable

Yet more alien mayhem. You play the role of an 'expendable' unit whose mission it is to save the

• HEADLINES •

Sega unveils launch line up [6 & 7]
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• Dreamcast sets sale [8] • A new dimension on Rayman [9] • Activision's second offense [9] • Sega Sports limbers up [10] • Global News [10 & 11]

NE UP

world from alien supremacy. There's four pages dedicated solely to Infogrames' coolest launch title on Page 68.

Incoming

There had to be a flight sim in the launch title line-up, didn't there? Incoming involves air and ground assaults on yes, yet more aliens and military enemies.

Monaco GP: Racing Simulation 2

We've reviewed the import version, but there are going to be vast improvements made for when it reaches our shores.

Power Stone

'Unique' best describes this beat-'em-up. Characters can pick up furniture, gain special bonuses and use their environments to cause havoc. Power Stone is one of the greatest fighting games, ever.

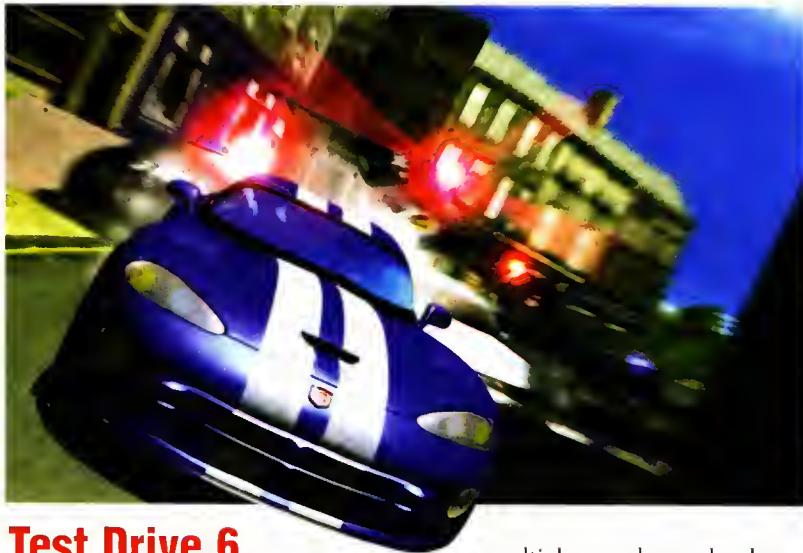
Speed Devils

A driving game with a little touch of class. You don't simply race other opponents to take pole position, but don't just take our word for it; skip to Page 40.

Trick Style

Hoverboarding with a difference makes its debut onto the Dreamcast. We're truly spoiled.

ACCOLADE GOES FOR TEST DRIVE



Test Drive 6 to be released

Accolade has announced that its next version of the hugely popular Test Drive racing series, Test Drive 6, will be available this autumn.

The game has been completely revamped for the Dreamcast, and includes a perfected physics model which gives each car in its class a specific driving style and handling model. The Test Drive cop mode has also been enhanced for Test Drive 6. The new 'all units' AI features

multiple cop chases that have more than one cop car chasing the opponent or more than one cop chase at one time.

Forty licensed cars will be available, including the American Dodge Viper, Daytona Charger and Shelby Cobra, and players can race on more than 30 new tracks.

Chris Downend, Executive Producer of TD 6 said: "Playing Test Drive 6 is like being behind the wheel of an amazing sports car in a big budget Hollywood movie chase scene".

D2 ANNOUNCED

Sega has high hopes for D sequel



Originally set to be a launch title in Japan, D2's release date was put back a few months.

Its predecessor, D, sold over one million copies, so expectations are high for the second installment.

The story begins with a meteor heading towards the earth. Speeding

towards the world, it begins to enter our atmosphere. Beginning to disintegrate extremely quickly, only a small part of the meteor enters our outer atmosphere. The plot unravels and thickens from there; so not to give too much away now, we'll fill you in in a future issue of DCM.

STOP PRESS

It's A Deal

Sega have announced they're teaming up with BSkyB to bring new ads, Internet sites and football games for the Dreamcast. A match made in heaven.

Dreamcast Passport 2

Sega's new DC passport is set to support Java Script and Macromedia Flash. Sega have also changed the colours from the original and improved it for the brand-new one. Players will be able to use e-mail to send their saved data on the VMU from one console to another.

Be Warned

Sega are adding a warning symbol to titles which are either violent or adult-orientated. It comes in the form of a rectangular-shaped red and black box containing a few words of warning. It can already be seen on some import games, including Blue Stinger and The House of the Dead 2.

Dreamcast's Got Worms

Team 17 and Hasbro are converting Worms Armageddon title to Dreamcast. Hasbro will be changing and enhancing many elements to the original including 20 different game styles and loads of additional weapons.

THAT'S ASDA PRICE

Top supermarket chain to stock Dreamcast at launch

Asda is set to expand even further into the games market when they begin filling their shelves with Dreamcasts from 23rd September.

The supermarket chain stocks 30 full-price and budget PSX titles at the moment, as well as some PC games in 150 stores nationwide.

MAKING WAVES

Midway to bring fast-paced speedboat racer to Dreamcast



Third-party developer Midway has announced that their 3D, fast paced, adrenaline pumping superboat racing game, Hydro Thunder will be released in October for Dreamcast. Players are challenged to compete in the HTTRA (Hydro Thunder Racing Team), an underground clan of racing renegades who don't let anything get in their way of racing. They have no restrictions and no manners. No waterway is too dangerous, and anyone who

dares to race has only one goal; finishing first.

Players can choose from 13 unique superboats to race through a wild variety of watercourses from around the world. Ken Fedesna, Executive and General Manager of Midway Games says: "The graphics are stunning, and the player is immersed in the world of superboat racing. The game utilises cutting-edge technology to deliver an intensely competitive racing experience".

SEGA GOES FOOTBALL MAD...

Major sponsorship deals hope to send footy fans Dreamcast crazy

Sega have struck sponsorship deals with three high-profile international football teams Arsenal, UC Sampdoria and AS Saint-Etienne.

The precise value of each sponsorship will apparently never be announced, but it's a new record for Arsenal and is said to be the highest club sponsorship deal in the UK.

David Dein, Chairman of Arsenal said: "The Dreamcast is an innovative product and its association with Arsenal will ensure it becomes a market leader".



TRAVELLING AT HIGH SPEED

Sega hopes to speed up Dreamcast

Sega's attempting to persuade developers over here to include 60Hz options in the PAL titles.

The company wants to make sure that the games over here run just as fast as their Japanese relatives. UK games normally only run at 50Hz, which makes them notably slower. The quicker scanning rate will appear in the games' Options Menus, so those of us with older TVs won't miss out.

CELEBRITIES GO FISHING

Unique title gets celebs hooked



Sega Bass Fishing (previewed on Page 39) has caused a bit of stir at London's Party in the Park.

Patsy Palmer (Bianca from Eastenders), as well as Boyzone's Shane and Another Level's Dane and Wayne all took part in a friendly competition to see who could catch the biggest bass. Later, though, more celebs joined in the fun and eventually West Life knocked both Boyzone and Another Level off the top spot to take first prize; almost £10,000 to donate to the Prince's Trust.

A NEW DIMENSION ON RAYMAN

Rayman makes his 'great escape' from 2D to three-dimensional gameplay



Rayman in his new role as a 3D action hero...



Rayman has to deal with new and improved enemies...

Ubi Soft have some big plans up their sleeves for this sequel. If you remember the first Rayman on the PlayStation in 1995, Ubi Soft created it in such a way that it became one of the all-time classics. With its bright and cheerful 2D graphics and clever gameplay, it set new standards in the action-based genre.

Rayman 2: The Great Escape will eventually be available on all formats, with the Dreamcast version appearing early next year. It's this particular format, of course, which Ubi Soft are most looking forward to completing.

Rayman himself has undergone

some character alterations and now has a whole range of actions: jumping, loop-the-loops, swimming, scrambling up between two vertical walls and flying with his helicopter-style hair; and that's only a few of them.

The game promises to be top-notch. Players will be entertained for more than 40 hours-worth of gameplay, filled with break-neck action and stunts, as well as some unexpected humour. Michael Ancel, the creator of both Rayman 2 and the original Rayman says: "Everyone on the team has been totally committed to creating a truly epic action-adventure, unfolding in a

natural, wondrous setting".

The storyline is also a lot richer than what we saw in Rayman's debut. In 'The Great Escape' he must save the people of his world from a band of unscrupulous pirates who want to sell them to a galactic circle. The hero (that's Rayman) has to free his friends and help to put an end to the evil pirates' plans.

To create a feast for the eyes, Ubi Soft have enlisted the help of new team members from the world of cartoons, movies and comic strips; which as you can see from these images, has helped make this new 3D title a sure trend-set

STOP PRESS

GunCon

For DC

Word has it, that Namco is working on a peripheral similar to the GunCon for the PSX for use on the Dreamcast. Time Crisis 2 is also rumoured to be on its way; now that would be worth seeing.

Sonic's Neo Geo Bound

SNK has confirmed that Sonic Team is currently working on a completely original Sonic title for the Neo Geo Pocket Colour. The game will be a side scrolling action title similar to the old-style Sonic games. It should be out towards the end of this year; fingers crossed.

DREAMCAST SETS SALE

UK is hoped to be the DC's best-seller

Sega has predicted a first year target of at least a million Dreamcast sales in Europe, and the UK is pinned to be the country turning round the highest sales figure of 300,000 consoles.

Overall, Sega predicts a million by September 2000, meaning 500,000 in the first six months and an extra 500,000 in the second part of the year (that's for all of you who are no good at maths).



ACTIVISION'S SECOND OFFENSE

Vigilante 8 sequel comes to Dreamcast

Activision's next Dreamcast game is the sequel to the popular Vigilante 8 (PSX).

The game's being developed by Luxorlux, who've done a great job in making it deliver non-stop, full-throttle vehicular mayhem complete with new, outrageous vehicles and charismatic characters. Look forward to taking part in some intense warfare as you

battle through a series of deathmatches in realistic, fully destructible off-road arenas spanning the USA.

Ron Doornink, President of Activision says: "We are taking full advantage of the new platform's ability to run fast-action and lush 3D games in order to continue delivering the highest-quality titles to the marketplace".

Crazy Taxi

Drive a taxi round bustling city streets picking up fares and giving them the ride of their lives - oor missus!

Wild Metal Country

A mixture of off-road driving and a first-person shoot-'em-up, Wild Metal Country is a bomb-blasting tank frenzy bigger than a granny's winter woollies.

Ecco The Dolphin

Rescue Ecco's family and friends from an evil vortex by exploring over 39 levels in his enchanting underwater world. Prepare yourselves for some awesome graphics in this one.

Dead Or Alive 2

Sex and lots of violence is the main theme for Tecmo's follow-up. Scantly-clad women and explosive new fighting moves makes this game a very tasty morsel.

Unreal

Coming from the same ilk as the blockbusters Quake and Doom, the DC version will cause tidal waves across the Internet gaming populous.

Zombie Zone

Lovers of House of the Dead will be in need of some more zombie-crunching by the time this hits the arcades. Sega will come up trumps with Zombie Zone in the arcades next year, with a DC version soon to follow.

SEGA SPORTS™ LIMBERS UP

Sega of America announces all-star line-up



Sega Sports is raising the benchmark in sports games with unprecedented realism, gameplay and graphics that will blow away the competition.

Titles such as NFL 2000, NBA 2000 and NHL Hockey (all working titles) are scheduled for release in America at launch. Professional athletes have helped recreate authentic plays and signature moves

and more than 1,5000 moves have been motion captured; that's more than four times the number of moves used in current sports games.

"Using the power of the Dreamcast engine, producers are able to create realism and artificial intelligence that has never been seen in other sports games", says Marcus Matthews, Executive Producer of Sega Sports.

dreamcasts



TO GIVE AWAY!

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Read the following carefully before you enter the competition.

By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.

Money a bit tight? Parents won't buy you a Dreamcast for your birthday? Can't get to the shops to buy one for yourself? Well quit worrying, your dreams have been answered because we've got ten going spare. You know what it's like; so many Dreamcasts that you don't know what to do with them all. Maybe not.

All you have to do to win one is answer this easy-peasy question, and the answer can be found in this month's issue of DCM. We're too good to you...

How many Megabytes of RAM (Random Access Memory) are there in the Dreamcast?

Send your answers on a postcard to: In Your Dreams Competition, Dreamcast Monthly Magazine, 22 Strand Street, Poole, Dorset, BH15 1SB

Entries must reach us by the 30th of September and the winners will be announced in issue 3.

global



SEGA'S NEW REVELATION

Apocalypse, Sega's next phase of its \$100million American marketing campaign, will kick-off across nine networks. Fifty-six seconds of this minute-long ad features film action, with only four seconds dedicated to Dreamcast footage. The commercial depicts a female ninja stealing a Dreamcast console from Sega's corporate headquarters in Tokyo. Once the console is in her possession, it begins to ooze huge amounts of power, and through its Internet capabilities accesses an electronic infrastructure to deny the Ninja any attempt at escape. A 90-second version of the ad was shown at the 1999 MTV Music Awards, other viewing slots including the very popular World Wrestling Federation.

INDUSTRY MOVEMENTS

Bernie Stolar has left Sega of America. He had been leading the US Dreamcast campaign from the start, after defecting from Sony soon after launching the PlayStation. **Toshiro Kezuka** has been promoted to Stolar's position at Sega of America, Kezuka had been with Sega of Japan for a number of years. He will take full responsibility for all of Stolar's duties within the company. **Sega of America** has also appointed **John Golden** as new director to head up product marketing for the massive \$100 million marketing campaign. **Golden** has worked with several game companies including Psygnosis, where he co-ordinated marketing campaigns for Formula 1 Championship, Colony Wars, and WipEout XL.

news

CRASH,
BANG,
FORE!Sega gatecrash
Sony conference

Sony held an executive bash at The Course at Wente Vineyards in Livermore, California, only for Sega to spoil the gathering with an assortment of practical jokes. To remind the executives attending that the Dreamcast would soon be stealing potential PSX customers, the golf course was rigged with several golf balls sporting the Dreamcast logo. And if that wasn't enough to put their noses out of joint, Sonic walked the greens as a plane flew overhead displaying the US launch date - 'Sega Dreamcast: 9-9-99.'



OPENING WINDOWS

Microsoft Corp and Softimage Co have joined forces to bring developers more developmental tools in for Windows CE based titles for the Dreamcast. The arrangement ensures that Softimage Co will furnish software developers with an ASCII-based file format called .XSI. The format is the foundation of Microsoft's liked .x file format which is already used at length with the Softimage GDK (game development kit) game core module - the chosen tools of game developers.

SEGA SHORTS

Development sound bytes from around the world



The Sonic team are working on two new Dreamcast titles, including a version of the brilliant **NiGHTS**. Both titles will be revealed at the advancing Tokyo Game Show in Japan. **Ubi Soft** will publish **Evolution** in the

States; originally **Tommo** were taking on the task. **Acclaim** have placed images, movies and information of **Trick Style** on their website. If you fancy taking a look - www.acclaim.com, **Namco**'s two secret games in development could include **Tekken Tag Tournament**. At a recent promotional event for **Soul Calibur**, a spokesman hinted that both secret games would be converted from just released arcade titles. A poster for an unknown game called **Cut Away** has appeared on the Internet. Apparently, a developer called **Classified Games** will release the title close to the American launch. The advert depicts the game as an adventure with detective leanings.

Waka is developing a Dreamcast sequencer. This will allow DC owners to compose and remix music on the console. Users can save their masterpieces using either Midi or Vpf formats, plus online capabilities will enable the composers to exchange ideas and finished creations. A new e-mail program for the Dreamcast has been developed in Japan. Entitled **Kitty Mail**, users can e-mail without the **Dreamcast Passport** software. A virtual pet has been included, and the package will be out in Japan by November.

DREAMCAST CHEATS & TIPS



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This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send an SAE for full competition rules to Interactive Telecom Ltd, 8 Grants Walk, PL25 5AA.

SOUL

Cancel the rest of your life, tell your family you don't love them anymore and break all links with the outside world. Do whatever it takes - Soul Calibur is here...



Written By Russell Barnes

Peripherals

The Number One peripheral for Soul Calibur (over the ever important VMU) has to be the Arcade Stick. It recreates the arcade atmosphere while offering a better button layout than Sega's Joypad.

Just check out the awesome quality of Soul Calibur's graphics! You're probably surprised to learn the pictures on these pages simply can't display SC's amazing graphical effects achieved with the aid of Dreamcast. Clothes ripple in the breeze, all the backgrounds rotate in true 3D, accurate shadows are cast by the ingenious lighting engine - all this without mention of the remarkable improvements it has over its arcade counterpart.



The Competition

Virtua Fighter 3tb

Virtua Fighter 3tb makes for the most obvious comparison. The Virtua Fighter trilogy has come to a head on the Dreamcast, offering excellent gameplay and some stunning graphical effects. Surely no one can top Sega when it comes to arcade games?



INITIALLY...



Similar to its predecessor on the PlayStation, Soul Calibur features spine-snapping special moves and combos that leave your opponent in a right old mess on the floor. Only after many weeks of intensive training can you truly master your chosen character, allowing you to rest in the knowledge that you can Guard Impact from attack then counter with an Unblockable they didn't even know existed. Talk about satisfying.

There may only be ten fighters immediately controllable when Soul Calibur is first switched on, but as you come to understand, each one is worth 20 from any other fighting game in the world (yes, that includes Tekken, non-believers!). This point is reinforced with massively different fighting styles, weaponry and motion

captures that help them all look much better than the real thing. Each fighter moves with the sort of individuality that shows character, and really brings them to life. Maxi looks very much at home with his Nunchaku - throwing it around left, right and centre like he's been doing it for the

BOSOMS BOUNCE AND BOTTOMS WIGGLE

best part of his life. Astaroth swings his mammoth axe like it weighs a ton, making his muscles flex. Veins swell in his upper torso, and movements appear laboured as a result. Being able to see a vein on a fighter's body is an incredible feat of graphical wizardry, but it's just one small example of the intricate detail Soul Calibur's graphics engine offers. It wasn't all that long ago graphics engines couldn't accurately portray hands and fingers, but now you can see how

Soul Calibur's introduction sequence manages to be cinematic and atmospheric by using in-game graphics to set the scene. It's hard to believe that games can look this good; though a CGI sequence like that of its predecessor (Soul Blade - PlayStation) would have been better. As soon as you reach the first options menu you know that this isn't just any beat-'em-up...

The VMU is vital in Soul Calibur for storing all kinds of game data. Keeping your extra characters, progress in the Mission Battle and Rankings are just a few of its tasks.

Publisher	Sega	Developer	Namco	Origin	Japan	Genre	3D Beat-em-up
Available	Out now (import)	Players	1-2	Price	£50-60	Contact	0181 9953399

long their fingernails are! Bosoms bounce, bottoms wiggle and fighters' blades glint in the light - the detail is so great, the effect changes depending on the direction and intensity of the light source.

So what of the improvements the DC version has over the arcade? Simple; just about every aspect of the game has been evaluated and tweaked to suit the more demanding console gamesplayer. Graphically speaking, each character received new animations to smooth out any rough edges and different facial expressions have been added for gleeful victory poses and near-death experiences. Many new gameplay modes have also made their way onto the DC version, offering a much more extensive and rewarding challenge than any arcade game ever could.

The control system (and resulting gameplay) deserves just as much praise for its excellence. The button configuration is much the same as its predecessor: There are both Medium and High Attack buttons (using your character's weapon), Kick, and Guard buttons. A very simple configuration indeed, but the sheer amount of moves and specials possible are more than enough to make even the hardest fighting fan's brain boggle. Take, for example, the Eight Way Run. This feature lets your character move around the whole ring with ease, evade your

opponent's attacks and position attacks of your own. That in itself sounds impressive, but any one character can perform a staggering 20 attacking moves just using this single feature! That would bring an average character's total special move count up to about the one hundred mark - if that doesn't impress you, you must be faking it. Just think about the thousands and thousands of separate motion capture routines that had to be programmed so comho strings and set moves can appear to mesh together effortlessly on screen.

Consider too the responsiveness of the controls; it must be tough to perfect a near-instantaneous response from such complex routines, and then do it twice for both on-screen characters.

Soul Calibur offers more in terms of gameplay and long-term challenge than many games we've seen this month, regardless of the genre. Finally, fighting



COMING SOON...

Dead or Alive 2

Described by its producer as being 'all about sex and violence', weapons-based DOA 2 is bound to be a soaring success (check out page 31). We can only hope they keep this virtual fox in her current state of innocence in the game!



Word on the Street

The Video Game Centre is one of the South's leading import retailers - if they haven't got it, it's not worth having. We asked owner Martin Bean to take time out of his crammed schedule to talk to us about Dreamcast and Soul Calibur. Here's what happened...

DCM: How's Dreamcast doing business wise compared to the likes of PlayStation?

Martin: The Dreamcast is much more popular than the PlayStation now. Customers in general are getting bored with the PSX and are looking for new technology, and that's what the DC offers.

DCM: What do you think of it?

Martin: I think the Dreamcast is a great console. It was a bit slow for a while in Japan, but software sales will definitely increase over the next six months or so.

DCM: Soul Calibur - have you got any in at the moment?

Martin: Yes, we do it for £54.99. We're selling loads at the moment - it's really popular.

DCM: What's your honest and expert opinion on it then?

Martin: I think Soul Calibur is an excellent addition to Dreamcast's growing library of great games. It offers superb graphics, sound and playability.

DCM: Any hot tips on Dreamcast games worth looking out for in the future?

Martin: Shenmue, Virtua Striker 2000 and Zombie Zone are going to be really big.

Thanks for your wise words Martin, here's a free plug for your trouble:

The Video Game Centre is in Bournemouth, Dorset and their phone number is (01202) 527314. They do tons of cool stuff and they'll send you the lot - great prices guaranteed. 'Nuff said.

games have reached a point where players get more in return than a high score or good ranking position for their trouble. We can only hope that all Dreamcast games in the future can work from the same benchmark Namco have set.

Soul Calibur offers a multitude of different playing modes and options to while away many a long evening. Here's a breakdown of the whole shebang, including all of the secret modes collected as you progress...



ARCADE

Elementary, my dear Watson; Arcade Mode pits any character of your choice against a total of eight different

CPU-controlled opponents. You can select the number of rounds you wish to fight, time limit and difficulty. There are five difficulty settings in all, ranging from a walk in the park to the obscenely difficult Ultra Hard; not for the faint-hearted. Beating Arcade Mode opens new characters that were previously inaccessible. This is the order they appear in when you progressively complete the game with all different characters: Hwang, Yoshimitsu, Lizard Man, Siegfried, Rock, Seung Min, Cervantes and finally Edge Master. You'll also find each of their background stages as you go too.



MISSION

BATTLE

This is by far the largest and most intricate section of the game (and the best of any

fighter currently available). The premise is simple: Complete certain challenges against CPU-controlled opponents at different locations on a world map to earn points. Use these points to reveal pictures in the Art Gallery, some of which have rewards attached to them. For example, an opened picture would harbour a new background stage, third costumes or whole modes like the Exhibition Theatre or Opening Direction covered later on. Challenges can entail anything from simple single-round face-offs to massive battles versus six characters and only one energy bar to survive on. The rules for different missions are stringent and progressively get tougher, though your reward increases to compensate. Different rules include only being able to harm your enemy with juggle combos, wind causing you to be

pushed out of the ring, poisoned energy bar (simply goes down until you die), being only allowed to throw, invisible enemies and many more. For each of the different rules there are also combinations of each, so it's easy to imagine the vastness of the challenge that awaits.



TEAM

BATTLE

This mode lets you pit any number of characters,

between one and eight, against a CPU-controlled team of the same number. Once the battle is complete and the victor is decided, you're greeted with a screen showing which team has done the most damage in terms of hit points, number of ring-outs and so on. You can select Difficulty, Time Limit and Handicap as well as the background stage you wish to fight on. This mode is perfect for a single player wishing to hone his skills using a number of different characters, or a group of friends each with their preferred fighter.

TIME ATTACK



The premise of Time Attack is remarkably simple: beat all of your opponents as quickly as you can in your attempt to rank as highly

as possible. The Round Limit is automatically set to two and your opponents run through in the same fashion as Arcade Mode, culminating in a battle with the boss character; Inferno. Once your run of wins is complete, you're taken to a screen showing statistics on the performance of each of your battles including information on total time taken and rounds won and lost.



SURVIVAL

The ultimate challenge for show-offs and egotists everywhere. Your challenge here is to scrap your way

through as many fighters as you can only using a single bar of energy. Each win replenishes a small amount of your health, but consistent wins are required if you want to get anywhere. You can't alter the Difficulty, Time Limit or any other options, it's just you versus the world. This mode is a great way to practice your best combo strings and moves under pressure, and it really sorts out the men from the boys. A real master would be able to clear 20 rounds without breaking into a sweat. What about you?



MUSEUM:

ART

GALLERY

When you first begin playing Soul Calibur, the Museum Mode's

Art Gallery is empty. You must gain points by taking part in all other game modes to afford to open individual images. The quickest way to unlock art is through the Mission Battle Mode, though it's still possible through Arcade and the like, just slower. What starts out as a single gallery of 12 images soon turns into 16 galleries with a total of 338 images in all! As I mentioned in the Mission Battle box, opening images can also reveal bonuses that expand the game. It's an amazing way of creating a long-term challenge and makes the game almost impossible to put down once you've started.



MUSEUM:

BATTLE

THEATRE

This non-playable mode lets you watch any two fighters of your choice battle it out simply for your viewing pleasure. The number of fighters available for viewing expands as you gain access to them through the Arcade Mode. The standard of lighting is normally pretty high, so you can pick up pointers on their technique and learn possible combos while you're at it.



EVERY ASPECT OF THE GAME HAS BEEN TWEAKED TO SUIT DEMANDING CONSOLE USERS



EXTRA SURVIVAL

Extra Survival Mode is gained by playing through the Mission Battle until you reach the corresponding picture in the Art Gallery. It's basically the same as the normal Survival Mode, the only difference being the first person to score a hit of any kind wins. Any form of sudden death match is exciting, but this works particularly well in Soul Calibur. On the Character Select try and choose a character that's quick on its feet with a fairly long-range weapon. Kilik, for example, is particularly strong in this mode, as long as you know some of his better moves.

MUSEUM: EXHIBITION

Exhibition Theatre showcases characters with

short cinematic clips of them performing routines for your viewing pleasure. As you progress through Mission Battle you can pick up more characters to watch as well as extra modes that let some characters perform more routines. Maxi, for example, can do two routines. One with his Nunchaku and another with dual Nunchaku. Though serving no real purpose, this mode really shows characters off in their intended glory. You can loop the action, gain new characters and view it all through different camera angles.

MUSEUM: OPENING DIRECTION

As I've already mentioned, the introduction sequence to Soul Calibur isn't a rendered CGI film like its predecessor, Soul Blade. Because it actually uses the in-game graphics engine, Nameco were able to include this cool

little gadget to let you direct an introduction sequence of your own. All you have to do is pick the sequence you wish to view the characters in and press Play. Each section of the sequence has its own sub-header, so 'The girl in the wind' denotes the segment where one of the female fighters performs a girlie pose and turns shyly towards the camera. Try changing the character here for another fighter like Lizard Man and watch as he does his best impression of a girlie poof! Pointless, but damn funny nevertheless!



MUSEUM: CHARACTER PROFILES

The most interesting of the

extra modes has to be the Character Profiles. It starts off with a small selection of characters to view, and others are collected by way of the Mission battle Mode. Each profile includes a detailed biography of the fighter in question, information on their selected weapon, stage, all their voice clips and their end sequence. Unfortunately as it stands at the moment all the interesting stuff is in Japanese so we'll have to wait for a translation to get the full low-down.



THOSE MODES KEEP COMING!

There are countless other extra's to discover in Soul Calibur. There's Metal Mode which gives your selected character a metal coating like Dural from Virtua Fighter 3tb, new costumes can be earned (giving all fighters a total of three equally intricate costumes), more background stages, new weapon graphics and the list goes on! Watch out in future issues for more on this groundbreaking game, but for now I heartily recommend you visit your local import emporium so you can see it for yourself.

SOUL CALIBUR OFFERS A MULTITUDE OF DIFFERENT MODES AND OPTIONS

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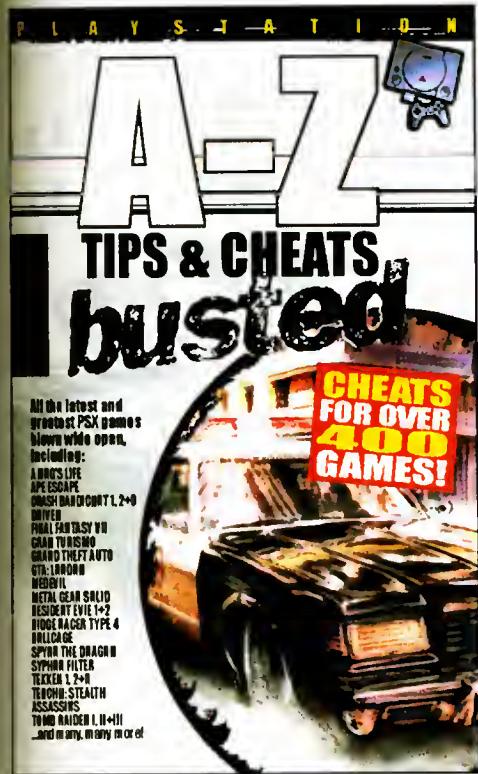
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Warzone 2100 • WCW/NWO Thunder

**ON SALE 27TH AUG
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Since the early 80s Sega has been a major player in the home entertainment market. Here we are in the last year of the millennium and Sega's still going strong, now with the heavyweight support of companies like Microsoft and Hitachi. It seems Sega are determined to break the mould of the 'static box console' and set an all new standard in gaming

Don't be left

technology with a console that's as powerful and upgradable as a PC of eight times its price. You can send e-mail, explore the Internet and play games online; surely all this can't be possible for £199.99? Think again dear gamer, think again...





in the dark

technical specifications



The Central Processing Unit

What the boffins say

At the heart of the Dreamcast lies the Hitachi SH-4 processor. It's capable of 360 million instructions a second with a clock speed of 200 megahertz.

What they really mean

The Hitachi SH-4 is a 128-bit processor dedicated to intense 3D calculations allowing it to run four times faster than Intel's Pentium II under the same conditions. As it's built for speed you'll find the smoothest 3D animation on the planet, updating at a frightening 60 frames a second in practically every game you play. It doesn't get any better than this.

Graphics Chip Set

What the boffins say

Capable of rendering over three million polygons per second, the NEC PowerVR DC chip set allows programmers to include advanced features like textured mapping, z-buffering, gouraud shading, anti-aliasing and light sourcing in their programs.

What they really mean

You won't find better graphical performance in even the latest offerings at the arcade. The break-neck speed with which the Dreamcast can render images lets game designers make their wildest dreams a reality. 3D scenes have crisp, clean 3D imagery and backgrounds that stretch to a near-infinite depth of view. Life-like characters with such incredible attention to detail you can see the washing instructions on their trousers and light sourcing that can change to suit the exact time of day.

Sound Chip Set

What the boffins say

Sound comes courtesy of Yamaha's dedicated AICA chip set. It has a Digital Sound Processor capable of producing 64 audio channels with 3D Environmental Audio effects and a powerful 32-bit ARM 7 RISC CPU at its core.

What they really mean

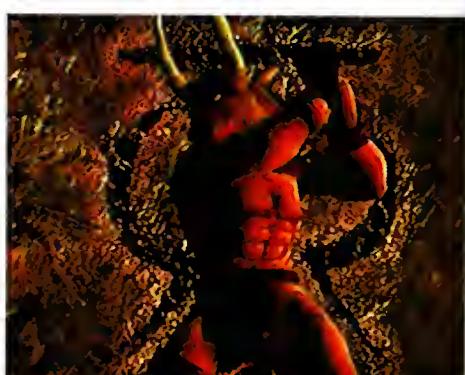
Yamaha's sound set has just as much technology inside as today's most advanced 3D surround sound home cinema systems. With this under the hood you can hear from which direction an enemy is approaching, how far away they are and how much loose change they've got jangling in their pockets. The sound is so good, you'll want to spend 500 quid on a new set of speakers.

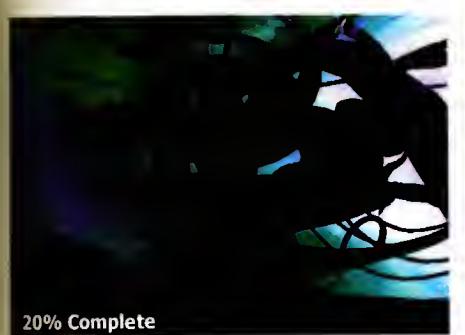


Soul Calibur

Soul Calibur is a prime example of what can be achieved with the Dreamcast's remarkable chip set.

It utilises the most advanced light sourcing routines we've ever seen while running at sixty frames per second with near instantaneous control response and not a sniff of slow down. Check out our review right at the front of the mag for the full low-down.





20% Complete



Speed Devils has been designed to make full use of Dreamcast's capabilities



20% Complete

Memory

What the boffins say

Inside the Dreamcast there's a total of 26 megabytes of RAM divided three ways. 16 megs of main RAM, 2 megs for audio and 8 megs for video.

What they really mean

Because all 26 megs of Random Access Memory is divided generously three ways, there's absolutely no need for programmers and designers to sacrifice quality in one area to improve another. It seems like you can have your cake and eat it after all...

Media

What the boffins say

The compact discs the Dreamcast plays are specially designed to double density format allowing for a total capacity of a gigabyte. The drive itself is a 12X speed Constant Angular Velocity GD-ROM.

What they really mean

Because GD-ROMs have 360 megs more capacity than an average CD, you can expect to see more detailed graphics and bigger games as a result. The drive itself is capable of loading data at a remarkably high rate, allowing games to have minimal loading times while keeping the gameplay flowing.

Operating System

What the boffins say

There are actually two separate operating systems available to developers. The first is the Sega API which is an advanced set of development libraries refined through developer input and Sega's own top notch experience. The other is a customised version of Microsoft's Windows CE.

What they really mean

The logic behind Sega's choice of two operating systems is straightforward: the Sega API OS is designed as a tool for traditional console developers to work with while the Windows CE OS allows PC

**GAME DESIGNERS
NEED NOT
SACRIFICE
QUALITY IN ONE
AREA TO IMPROVE
ANOTHER.**

developers to create games using something they are very familiar with. Offering the best of both worlds allows companies to use the OS they're most at ease with, ensuring their games are as good as they possibly can be. The Windows CE OS is so similar to the PC standard, it's incredibly easy to port PC games directly to DC with a mere week's work. This means games like Unreal, Carmageddon 2 and Quake 3: Arena are more than just a pipe-dream to console fanatics.

Network Ability

What the boffins say

The Dreamcast boasts an internal 33.6k modem which can be easily upgraded when required.

What they really mean

Not only are you playing the best games on the planet, but you can play with just about anyone else on the planet too. As long as you've got a Dreamcast, an online-compatible game and a phone line, you're laughing. You can join a massive online game of Quake or simply go head-to-head with a friend on Sega Rally 2; the choice is yours. With the aid of Dream Passport software you can surf the world-wide web, send e-mail and even download game saves and various other information directly into your VMU. The possibilities are only limited by the developers' imagination.

Expansion Port

What the boffins say

No self respecting console would neglect to feature a serial port. On the Dreamcast it's located at the back, and like everything else, is built for speed and constant upgradability.

What they really mean

A whole spectrum of different peripherals and expansion devices can be connected through this port. This gives Sega the opportunity to upgrade the Dreamcast cheaply without boundaries limiting their purposes. A small box of tricks could be affordably available, allowing owners to play DVDs for example.

peripherals



Joypad

£19.99

You're not going to be playing very many games

without this essential bit of kit. Sega's pad is the most advanced controller unit currently available to gamesplayers, while being remarkably affordable at the same time. It offers both digital and analogue control methods, four-button configuration on the front and two analogue trigger buttons at its rear. There are two connection ports on the top the nearest specifically designed to take the VMU and the other for the Vibration Pack (though both ports can hold VMUs should you wish to transfer data or have saves on both units).



Keyboard £19.99

When it comes to surfing the web or sifting through your many e-mails, you're going to need something a little more substantial than the otherwise-competent pad. To aid internet use the keyboard will feature many short-cut command keys for things like

'.com' and 'http://www.' very sensible if you ask me. Strangely, it's not yet known if a mouse is also going to be available. This would aid web browsing tremendously, but hey; what do we know?

Zip Drive £TBA

Leading PC peripheral manufacturer Iomega have collaborated with Sega to develop and produce a storage medium for the Dreamcast to compliment Sega's own VMU. The Iomega Zip Drive is built to take Zip Discs capable of holding 100 megabytes of data. It's versatile enough to store web browsing information (history, favourites etc.), e-mails, contact addresses and most types of downloadable information - even

game saves from your VMU. Sega hope to have them out on sale in all leading computer retailers by Christmas, but prices have yet to be decided (PC Zip drives currently retail from about £70 and the discs are available for about £10, if that gives you an idea).



Arcade Stick

£34.99

There's nothing quite like the really solid and chunky feeling offered by control sticks in the arcade. Practically indestructible buttons and a really hard shaft is what's required (steady!) and that's exactly what Sega's Arcade Stick offers. You'll find the standard two row-three

button design (perfect for fighting games), a sturdy digital stick and a VMU slot all on a wide, heavy base. A must-buy for any serious arcade fan.



Vibration pack £TBA

Similarities to Nintendo's Rumble Pack should start coming thick and fast. It has the same shape, it fits into the joypad in a similar way and basically does exactly the same thing. The only real difference is the need for batteries in Nintendo's version. The DC Vibration Pack uses the power from the Dreamcast itself to run, so you save some cash on batteries. Compatible games include Sonic Adventure and House of the Dead 2 at the moment.



Light Gun (Only available with compatible software)

Sega's own light gun is currently only compatible with 'The House of the Dead 2'. Its accuracy is second to none and it has room for the Vibration Pack or a VMU giving it convincing weight and feedback. It also has a well placed directional pad which gives game designers the ability to take an all new approach to the action/shooting genre. Just imagine a free-roaming adventure game with light gun compatibility.

Steering Wheel £39.99

Sega's own steering wheel is an essential purchase for all driving fanatics. It features a very robust design with a sturdy base and chunky steering column to ensure excellent ware. It has every function button of an official Joypad and two analogue flippers behind the wheel to imitate modern day Formula 1 design. There's even a VMU slot (with window) in the bottom right of the base and an extended control port lead for comfort and ease of use.



Internet access - The score

In the middle of May '99 Sega officially joined forces with British Telecom and ICL to make Sega the world's first global electronics company to become an Internet Service Provider. As you may already know, Dreamcast comes bundled with a modem and a Dream Passport disc holding all the software necessary to access the Internet and send e-mail around the world. Beyond the Internet though, users will be able to use Sega's groundbreaking service to play multiplayer compatible games over the phone. PCs have been doing this for years of course, but it's the first time that a 'closed box' console has been able to offer this service as standard.

"This is a ground-breaking development for both Sega and our customers," boasted JF Cecillion (ex-Chief Executive of Sega Europe). "This news signals Sega's emergence as an aggressive Internet network business as we enter the new millennium. Dreamcast will become the home entertainment product for the whole family", he said.

Dreamcast - What's the story

May 1998

The Dreamcast is officially unveiled by Sega. The technical specifications totally blow away the competition. The industry is left shaken, but not stirred.

August 1998

Sonic Adventure is shown for the first time, the public can't believe their eyes. Sonic's never looked so good.

November 1998

The Dreamcast is launched in Japan. People queue for many days beforehand to guarantee their console. Mass hysteria ensues and Tokyo's practically brought to a standstill as a result.

January 1999

Dreamcast sales reach the half million mark in Japan and Sega Rally 2 is launched fuelling the fire. Its online capabilities wow multiplayer fans all over the country.

April 1999

Dreamcast reaches the million sales milestone, it's now official that the Dreamcast is the fastest selling entertainment unit in the entire world, and then some.

May 1999

The largest computer show on the planet is host to Sega's biggest ever stand featuring 20 fully playable games. Sega literally steal the show from Sony's rather pants PSX 2 demo, ha!

23rd September 1999

It's both European and American Dreamcast Launch day! Sega promise 30 top games by Christmas...

Visual Memory Unit £19.99

So what is it?

It's a 128K memory card with a built-in 48 x 32 dot monochrome LCD screen. It plugs into the control pad for saving game data and use as a second in-game screen. The VMU can also be used as an external device to swap game information with friends and as a hand-held game unit in its own right. It's only slightly larger than a credit card and uses an ordinary watch battery to power the screen separate from the on-board memory.

Um, in English?

The VMU offers a veritable plethora of brand new gaming possibilities. For example, it can be used to set up moves or plays in sports games. Choose a corner of the net for a penalty kick, pick a club in a golf game or pitch a curve in baseball - all this can be done without your opponents ever knowing. It's possible to save new characters, tracks and cars onto your VMU and trade them with a friend or even upload them onto the Internet. Arguably the best function of the VMU is its portable playability. Thanks to the directional pad and two game buttons you've got nearly as much gaming potential as Nintendo's Gameboy - now you can carry on playing your DC games while you're on the train or in the bath. Simply download a character from a compatible game, alter their statistics and abilities by taking part in the various sub-games and upload them once more to make the most of them on the big screen DC style. If all that's not enough, it has an in-built clock and calendar too. Will wonders never cease?



marketing matters - when you're sega!

You all know about Sega's past, right? All you have to do is mention Mega CD or 32X to get a cringe out of Sega's marketing team. The Saturn was also a victim of Sega's lacklustre marketing efforts, but the competition from Sony was tough. Remember Betamax? Well think of the struggle between Saturn and PSX as a more recent version of those events. There was no question that Betamax was technically better than VHS (its re-recording quality was much higher than the competition's) but it was doomed to live out the rest of its life in schools up and down the country purely because of VHS's better marketing tactics. The Saturn wasn't technically inferior to PlayStation, you just have to look at games like Virtua Fighter 2 and Sega Rally to see that, but compared to Sony's incredibly high profile and marketing magic Sega didn't stand a chance. Let's face it; Sega just isn't as cool as Sony. How many people do you know with at least one Sony product? Trinitron TVs, sleek stereos, awesome head-phones, state-of-the-art cameras; the list goes on. In comparison, Sega's best marketing efforts include Pirate TV and the catchphrase "To be this good takes ages" or "Do me a favour; plug me into Sega". I rest



Buoy

A group of children arrive at a beach and spontaneously begin to throw stones at a buoy floating in the bay. It's obvious the children are enjoying the 'simple competition' (or gameplay?) and are

surprised when the youngest manages to score a direct hit. However it becomes clear at the end of the advert that the boy has done a 'special move' by way of his sling-shot. The words 'tenuous' and 'vague' spring to mind, but hey, it's advertising...



my case, Your Honour.

Of course, Sega is a new company. A massive staff re-shuffle sees a younger, more dynamic company that has finally left the 80s and Sega's frankly duff image behind. This is reflected in many ways, a few of which you're already seeing for yourself. Just looking at the Dreamcast gives you a fair indication they've thrown out their old image for a new, sexier one. The only reference to Sega comes in the form of a subtle logo placed almost as an afterthought just above the controller ports. The Dreamcast swirl takes centre stage on the CD tray and even Microsoft has as much acknowledgement as the makers themselves. Another evident shift in Sega's strategy comes in their advertising campaigns. Out are the crass budget ads offering corny one-liners and in are teaser ads strategically placed in cinemas in time for the launch of Phantom Menace. A very clever strategy indeed considering the incredibly wide range of age groups attracted by the Star Wars phenomenon - every base in Dreamcast's market field is loaded.

Non-Commercial

So what do the popcorn-swilling fanatics get out of their five pound cinema tickets apart from a hi-octane ride through the Star Wars universe? Well it's a cheat really, because unless you're a pretentious arty type, you'll probably miss the actual point.

Amidst the furrowed eyebrows in the audience the Dreamcast logo and the 'must find out what that's all about' mental note is being imprinted on the subconscious, so whether they get the point or not, Sega's desired effect is gained regardless.

Dreamcast -

The future

Is the future bright? Is it blue and swirly? Let's take a look at a possible strategy for Sega's new machine and find out...

We know that the route Sega are taking is not one of a 'static box' that can quickly become outdated and left on the sidelines in favour of more modern technology. The

Shave



This Dreamcast ad takes place in the barbershop of a Foreign Legion fort, where three barbers are preparing a race to see who can shave the head of three new recruits the fastest. As they're about to start the phrase 'Press Start To Play' flashes across the screen to denote a connection between the reality of competition and computer games. When the race is complete and the winner is decided another message flashes on the screen. 'Player Two Wins!' Transposing reality and gaming. Hmm, not bad...

Check out the unbiased views of these three respected industry figures. Remember, the future of Dreamcast is in their hands...



Dave Perry

President, Shiny Entertainment

- Do you feel that Sega has built enough product awareness so far in the States to produce a successful launch?

Absolutely, the Dreamcast at the E3 show blew people away. The press over here is buzzing now... Also the fact that we keep hearing PlayStation 2 might be delayed is making more people take the Dreamcast seriously.

- Are American videogamers still dubious about purchasing Sega's new console after the rapid downfall of the Saturn?

Saturn - cough... 32x - Cough... Nomad - Cough... Yes, gamers are dubious, but they're also fickle; they just want the best thing, and if Sega is the best thing on the shelf, then it's gonna' mop up sales.

- Have you any plans to convert any of your top titles to the Dreamcast?

Yep, we are thinking about it very seriously now. I would love to make a multiplayer game for it. I love the look of Midway's boxing!

- Do you feel that Sega's new format can withstand the possible pre-Christmas release of the PlayStation 2?

If Sony release PlayStation 2 that soon, Sega is in major trouble. I am a betting man, and I bet Sony will not be doing that.

- Which format, as an respected developer, excites you the most?

I went with Sony all the way until I saw the great games on the Dreamcast followed by Sega and not Sony deciding to ship with modems. That gives Sega the killer angle that they desperately needed. Now all they need is that killer game that uses the multiplayer ability to the max. Let's cross our fingers that it's being made now! If they don't come up with it quickly, Sony will hit them like a tidal wave.



Lorne Lanning

President/Creative Director, Oddworld Inhabitants

- Are you finding it easy to develop on Sega's new format compared to, say, the PlayStation?

We're not developing on Sega's new format. We had considered the idea, but we didn't believe it would handle what we were going to throw at it.

- Do you feel the Dreamcast has the capabilities to fight off a PlayStation 2 attack?

Right now, the Dreamcast is the most powerful console system in the world. However, when you put it next to the PSX 2... well, it's an entirely different ball game. So I think the Dreamcast can build great, great games, but you can build even better games with the PSX 2. However, that doesn't mean developers will be building better games just because one system's more powerful than another. Most developers have a hard time maxing out the power of either of these systems. If great software and enough of it is built for the Dreamcast, it has a chance to compete along with a more powerful machine.

- Many feel that innovative developers like yourself are the key to a format's survival. Are Sega following this line of thought by giving support and advice to your development team?

We believe that Sega would be extremely supportive of any strong efforts to bring good software to their system. If we were building for the Dreamcast, I'm sure the support would be great. But as a small developer, we've got to place our bets and also choose the system that best supports our own vision of the experiences we want to design. Right now, that's the PSX 2.



Stuart Ledger

PR Executive, Infogrames

- Many software publishers are still evaluating the Dreamcast to determine whether the machine is worth developing for. Do you feel that this could have a detrimental effect on the machine?

No. The quality of the software already coming through should be encouraging the sceptics who haven't already committed to developing for the Dreamcast. What else are they going to do? They should see this as an opportunity to start realising their visions; the new technology is here and it's now. Why wait? You have to keep going forward. The PlayStation is coming to the end of its phenomenal run and the hardcore collective are ready for this. Ultimately, though, it depends on Sega's long-term marketing, I mean essentially it's a PC in a small white box for £200. If Sega get this across, I think you're looking at a very successful stop-gap machine.

- Many of your launch titles are PC conversions. Is this basically a strategy to test the water with a limited financial risk?

We want to back the machine and we have a strong line-up over the next five months, of which approximately half are PC-based. It's well known that Dreamcast is an off-shoot of the latest PC technology. Why not take advantage of it? It makes sense to see how the market performs with minimum outlay, and I'm sure other publishers are thinking along the same lines. Remember, we are talking about top-notch PC games here, no turkeys allowed, so the punter's not going to get screwed. I'm sure Dreamcast owners would love to own Outcast, Half Life and Kingpin; the technology is there, why deny them?

expandability of the Dreamcast isn't just left down to the addition of add-on peripherals, however. Upgrades can be completed inside the DC by the home user too. Slipping in a faster modem, for example, isn't a highly technical affair; you can pick it up off the shelf in your local games emporium and fit it in a few minutes. RAM and faster CD ROMs could also be fitted in the same vein along with a practically infinite number of other components while still keeping the machine as backward compatible as household PCs are today. There is talk of a DVD drive already in development in Japan. While still being able to run the GD-ROM discs DC games are burnt on today, you can take advantage of digital quality that DVD has on offer. You can watch DVD films and use all the extra functions that come with it, but of course it will be at a price. What about being able to walk into your local high street computer store and picking the Dreamcast that best suits your financial and gamesplaying needs? The base model would offer games, Internet and e-mail at a very agreeable price. While perhaps a DVD model would offer digital technology as a selling point, but have a significantly higher price tag. Similarities to this strategy already exist in the PC market where it's already possible to buy a machine that's specifically tailored to the user's needs whether they're business or pleasure. Of course, all this could never happen if Sony have their wicked way with the PlayStation 2, but if the expandability of the DC takes off you can expect it to be in line with the PSX2 if not surpassing it both in price and prowess.

Publisher Infogrames | **Developer** Rage
Released September 1999 | **Genre** Sports Sim

PLAYED!



1. The graphics in UEFA Striker look very televisual...
2. Infogrames have really packed in those game options.
3. Watch your goal in slow motion with UEFA's replays.
4. The players' victory dances still need a lot of work...

UEFA Striker

Straight in the back of the net...

Infogrames have nipped in there again with the first football simulation game for the Dreamcast. We've managed to get our hands on a preview copy and we have to say, we're suitably impressed.

The first thing to grab your attention is the vast amount of options available. Firstly, there's the standard Training Mode which allows you to practice and improve your football skills (that's if you had any in the first place). Then along comes the endless list of other game modes: Friendly, Euro Super Trophy, European Championship Qualifiers, European Championship Finals and Territories Cup, not to mention the shorter competitions specifically designed for some multiplayer action. Probably the best mode, though, is Classic Match. PlayStation and N64 owners are no doubt already familiar with this.





Classic Match - Play match?

Tournament - World Cup 1990, Semi Finals
England vs West Germany
Year: 1990, Stadium: Stadio delle Alpi, Turin

Date: 4th July 1990, 8:00pm
England dominated the first half of this match, outclassing the West Germans in all areas, but a foul at the edge of England's penalty box allowed West Germany to take the lead. England were far from out of the game and countered by attacking, allowing their star striker to grab the equaliser. Take control of the England team at the start of extra-time, with 2 15-minute halves to play.

OK



Basically, it gives you the chance to replay historical matches and possibly rewrite history. Four internationals and four club matches are available at the outset, and others are unlocked as you progress through the matches.

UEFA Striker has all the greatest European club squads and national teams to choose from, 130 of them in total, and Infogrames have refrained from including those complex management options. They hope they've managed to remain focused on the actual simulation of the game, but it's not entirely without organisational elements: there's a massive range of strategies and formations available.

The preview version we played was pretty close to completion. The graphics look spot-on and the players' movements are incredibly realistic.

To match that realism, Rage has concentrated on some 'revolutionary' detailed AI for the players and goalkeeper. The game itself is played in real-time, meaning there's no dead time when the ball is out of play. So if your player takes the corner quickly, he only has the forwards in the penalty area. However, if they wait long enough, the centre-backs arrive from the other end of the pitch, thus giving a greater sense of being involved in a real match - cool!

UEFA also includes a unique 'certification' feature which opens up more of the game as you get



THE GRAPHICS LOOK SPOT-ON AND THE PLAYERS' MOVEMENTS ARE INCREDIBLY REALISTIC

better at playing. You can also pass a series of simple tests to win the right to play the best teams and competitions.

There are loads of options in this game, more than we've seen before in a football sim. You'll get years of enjoyment out of this, simply because of the variation of game modes. It plays well, looks good and with all those 130 famous names, Infogrames have spoilt us. Look out for a couple of Sega football titles that are on their way, though. Virtua Striker 2000 is currently in progress, so make some room in your football sim collection.

pick your own

It's no new thing nowadays to have a Team or Player Editor in a sports game. So surprise, surprise, UEFA's got one too. But again, Rage hasn't done things by halves; you can edit custom teams, or



create your own player



by tweaking his facial features and strip colour. You can even edit international teams and club names. You really can spend half your time tweaking all the game options to get the game looking as realistic as you want.

Publisher Virgin Interactive | **Developer** Capcom
Released TBA | **Genre** Action/Adventure

Resident Evil: Code Veronica

A Dreamcast nightmare comes true...

Both previous Resident Evils were said to be ahead of their time where in-game graphics were concerned. So now with the Dreamcast's offering, the same will no doubt be said again; and here's the reason why...



Claire Redfield gets her guns out to see off encroaching zombies



Imagine you decide to take a trip to find your brother on a long lost tropical island. Sounds idyllic, doesn't it? Sun-drenched beaches, coconut-laden palm trees and tequila sunrises spring to mind. So obviously, you would be disappointed to find zombies, giant spiders and mutant K9s instead.

The first two games in the Resident Evil series sent even the most hardened horror movie-goer behind the couch cushions. The first title went Platinum on the PlayStation and the second is approaching the same status.

Now the big news has broken that Resident Evil: Code Veronica is to hit Dreamcast, gamers are preparing to re-stock their underwear draws again in time for the import release.

The plot of the game is set soon after the events seen in Resident Evil 2, in which Claire Redfield travels to Europe in search of her brother Chris. This journey brings her to the aforementioned desert island, only to find the place infested with the undead.

Many elements of the new title have been changed. All the backgrounds are now done in true 3D and it also makes use of the Dreamcast hardware to produce dramatic lighting and characters with skin, so you don't see the rough edges.

We thought Shenmue was going to be out of this world, but with the prospect of Resident Evil: Code Veronica in the pipeline, we'll be saving our pocket money for better things.

Publisher	Tecmo	Developer	In house
Released	TBA	Genre	Beat-'em-up

DEAD OR ALIVE 2

Better than Soul Calibur?

Tecmo's Dead or Alive was a massive success on the Saturn in Japan, as well as the PlayStation and arcade. Their Naomi-powered sequel promises to be one of the most graphically stunning beat-'em-ups of all time. What? You mean it could be better than Soul Calibur? Not likely, mate.

The original game introduced a unique new technique into the tried-and-tested Virtua Fighter formula: A 'Hold' button make fighting more intense and free-flowing.

The most impressive feature in DoA2 is its 3D interactive backgrounds. It'll hopefully work along the same lines as Power Stone and

TECMO'S GOT ITSELF A WINNER.

Ehrgeiz. The levels are all free roaming, meaning the fighters have a chance to cause some real damage. It's not known yet whether objects can be manipulated during battle, but it's looking unlikely.

One of the scenes is set at a mountain shrine next to a river, flowing off into a large waterfall. The shrine is big enough to hold a fight, but you're able to hit your opponent off it and continue scrapping at the bottom. Tecmo have dedicated a lot of their time to the game's environments, and their interaction with the characters. This feature plays a major part in the new game.

New game modes include a tag-team match, similar to Capcom's Versus series. Put this with extremely detailed backgrounds, brand-new characters and some seriously hot babes and Tecmo's got itself a winner.



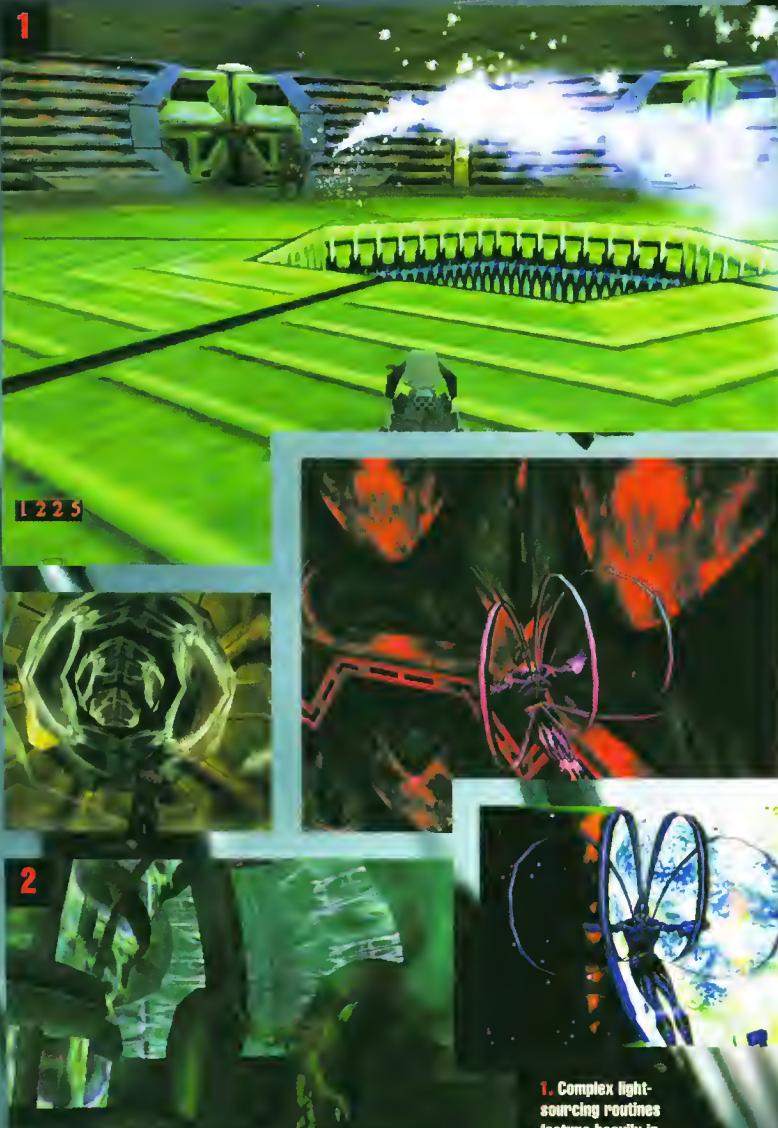
previews

Publisher Interplay
Released 4th Quarter 1999

Developer Bioware
Genre Action/Adventure

MDK2

Murder death kill too...



1. Complex light-sourcing routines feature heavily in MDK 2... 2. Even at such an early stage of development the graphics are looking unbelievable...

WISE WORDS

A brief chat with BioWare's President Greg Zeschuk revealed the developer's intentions with MDK 2: "BioWare is aiming to create the ultimate single-player experience. We're carefully crafting a tight, but humorous world, inhabited by the most frightening and entertaining creatures yet seen in a 3D game". Previous work from the company includes Baldur's Gate, voted best RPG of the year for PC (look out for the DC version next issue).

Greg Zeschuk



originally released to critical acclaim on the PC, MDK won awards for its water-tight gameplay and ingenious challenge. Now the sequel is winging its way onto the Dreamcast, Interplay are convinced they can produce nothing short of the best single-player experience in the history of video gaming. MDK 2 picks up roughly where the original ended, and is being designed to expand on every aspect of the original, taking the storyline, action

EXPANDS ON EVERY ASPECT OF THE ORIGINAL

and intrigue to new heights. For example, there are three characters at your disposal, each offering different gameplay elements to vary the game even further. Kurt Hectic still remains, with his snappy black body suit and trusty Ribbon Chute, but is joined by Max the Robotic Dog and the ever-so-slightly eccentric Dr Hawkins.

A specially designed game engine currently known as Omen, is being developed in-house by BioWare, allowing programmers and developers to create graphical effects and gameplay wizardry never before thought possible on a console. It has

out with the old



The PlayStation version of MDK pushed Sony's machine to the ragged edge, utilising new programming techniques just to justify a port. MDK 2 on the other hand, is only scratching the surface of the DC's capabilities at this very early stage, so expect to see vast improvements in the coming months.



Publisher Ubi Soft

Released 4th Quarter 1999

Developer Criterion Studios

Genre Driving

Suzuki Alstare Polish your helmet... Racing

Ubi Soft are going all out for one of the first motorbike racing games to appear on the Dreamcast. So don your motorcycle helmets and luscious leathers for what looks to be the most realistic racer ever seen on any console...

As you can no doubt tell from its title, Ubi Soft have secured a long term licensing agreement with the Suzuki Alstare team, who, in case you didn't know, are the motorcycle manufacturer's racing team.

The first title has been structured solely around this licence. The bikes are based on the real Suzuki Alstare Superbike and models and not only will they look like the real thing, but they'll sound similar as well!



1. Weather conditions vary from track to track, so you must alter your bike's settings to suit... 2. There's no such thing as an easy ride; in this game you must be a true professional to beat the Suzuki Alstare riders...

down to the last detail

To create that extra touch of realism, Criterion and Ubi Soft have worked together with the actual Suzuki Alstare team to ensure every last detail is perfected. The bikes are designed around the team's technical documents, using 3D models and videos and all the in-game sounds are taken from recordings of races on real tracks.



previews

Publisher
Released

Acclaim
November 1999

Developer
Genre

Iguana
Adventure

PLAYED!

ShadowMan

1 There's a darkness coming...



1. The scenery in ShadowMan is far better than any other game of its kind. 2. Triggering the mechanism on the right reveals a method to cross the gap. 3. ShadowMan has to dispatch these un-dead ghosts before he can use the machinery in the background.

Set against the mysterious backdrop of Voodoo mythology, ShadowMan takes the player into the depths of the psyches of five infamous serial killers. He roams on the border between two plains of existence: Liveside - the land of the living, and Deadside - the place that everyone goes, without exception, when they die. You're drawn into the dark and dangerous world of the macabre and explore the deepest repugnant depths of the human mind on your journey to stop the land of the living being taken over by that of the dead.

ShadowMan: The Story So Far

In Deadside there is an Asylum, a place where all the evil murderous spirits are condemned. Here five notorious serial killers dwell, gathered together by an evil being, known only as Legion to cleave the skin between the two worlds (Liveside - the land of the living, and Deadside - the place that everyone goes, without exception, when they die) to claim our existence, believing that it is their divine right... The fulfilment of the ancient prophecy. As you progress through the game you meet all of these madmen, one of which is good old Jack the Ripper. Once all these sickos are out of the picture, your final challenge is Legion, the ultimate in Evil - Oooohhh!

All this and more is revealed to you during the opening sequence which begins with a dream. A nightmare vision of Armageddon seen by the voodoo sorceress who created ShadowMan by implanting the powerful ShadowMask into the chest of Mike LeRoi - ShadowMan's Liveside alter ego. Once a professional hitman, he is now caught up in the power of voodoo since the death of his kid brother and now leads the crusade to save



prophetic Voodoo texts and realistic FBI profiles of past serial killers is creepy, but walking into a room to find a limbless corpse strapped to a chair with a tape recorder playing her final, agonising death throws over and over can really leave you unsettled.

The development team have been working particularly hard at cinematic effects most renowned

and plot twists that rely on the player to guide ShadowMan through his adventure. All this is pretty remarkable when you consider it's held together tighter than Lara Croft's lyra top, with graphical effects and fully interactive backdrops that appear to stretch into infinity. In a way it's kind of a hybrid of Resident Evil and Tomb Raider, offering the



If Evil ever manages to implant these immortal souls...

IT EXPOSES THE PLAYER TO EVER MORE SINISTER THEMES AND SHOCKING IMAGES

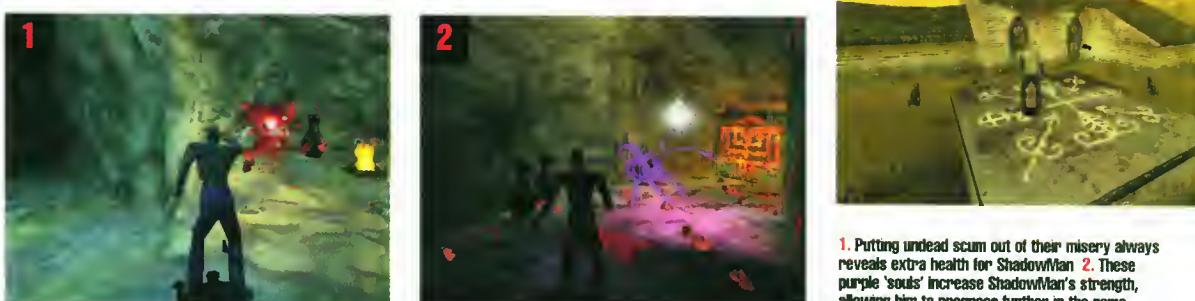
the Liveside from the dark invasion threatening their very existence.

We're sure you're not exactly quaking in your boots just yet, but what begins as a seemingly innocent adventure soon increases in complexity and exposes the player to ever more sinister themes and shocking images. Investigating

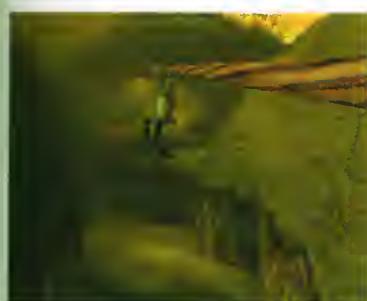
in games like Resident Evil to give the game an even sharper edge, but the icing on the cake, according to Iguana, comes with the non-linear plot development. It's designed to make the player think they're directing their very own horror flick. It incorporates alternate routes through levels

best of both worlds - all the frights you'd associate with a George Romero flick and intricate level design that Core Design are known so well for.

Of course, we're going to have to wait a while to find out for ourselves, but for now just remember kids: don't have nightmares.



1. Putting undead scum out of their misery always reveals extra health for ShadowMan. **2.** These purple 'souls' increase ShadowMan's strength, allowing him to progress further in the game



previews

Publisher Konami
Released February 2000

Developer In-house
Genre Flight sim

Air Force Delta

Konami's new flight sim's ready for take-off



Mission Score	
Destroyed Number	Clear Time
Fighters 00	04:08:14
Other Aircraft 03	
Ground 00	
Total 03	
Aim Ratio	
Gun	Hit / Total Ratio
897 / 923	9.575%
Missiles	
5 / 11	45.454%
Time Bonus	21.120
Total Reward	270.000
Total Credit	0



Already out on import, Air Force Delta is having a comfortable take-off. Going by first appearances, Konami have excelled themselves with their first Dreamcast flight simulator; it could even give Incoming a run for its money.

The basic idea behind this title is this: the more you shoot, the more you're able to shoot. Each time you pluck an enemy out of the skies, you receive some cash which all helps for you to buy bigger and better planes.

You take on the role of a mercenary pilot warrior who's been called up for duty due to civil war, and you need to kick some bad ass to win. You can mix and match your aircraft with different fighters so you can maximise your killing efficiency for each of your missions. Take your pick from loads of different planes such as the F-14 and the RF-M Rafale, and if the mission requires it, there are plenty of combat choppers at your disposal.

The graphics put games like the PlayStation's Ace Combat 3 and some PC equivalents to shame.

Cities are generously detailed and sharply textured, and these are both shown off during the Replay Mode where you can see the plane structures and the areas you fly through.

The UK release is a long way off, unfortunately; February next year looks like a possibility, though. In the meantime, we'll keep you up to date and feed you delicious screenshots until it's ready to review. But if you can't wait until then, it's out on import now (exit to shops).

you're in the army now



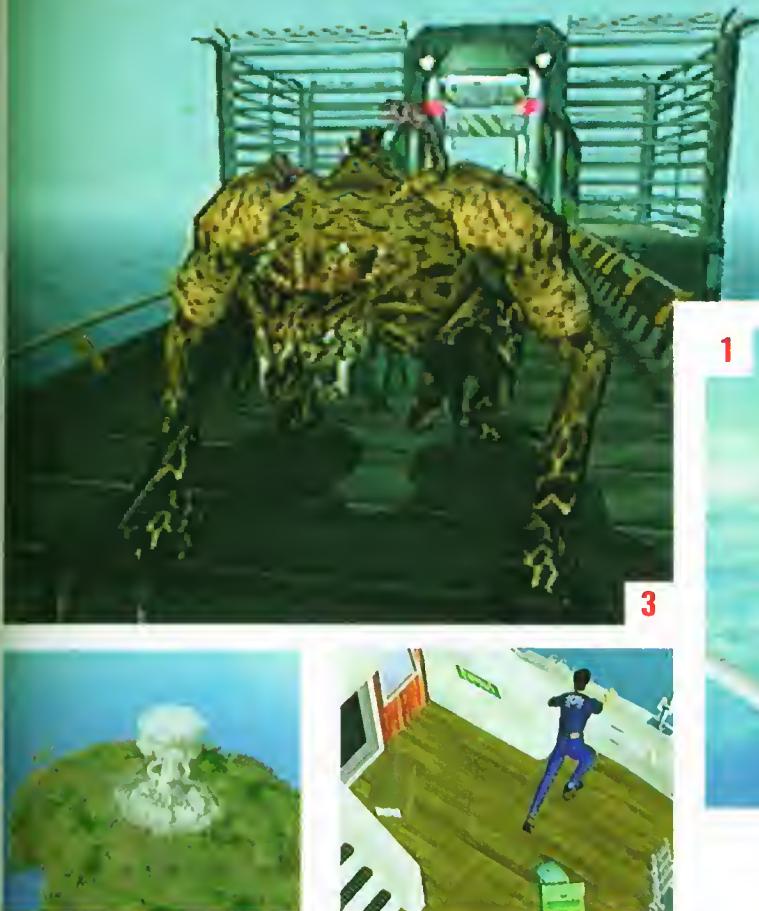
At the beginning of each mission you're given a detailed account of your objectives. A map of the area enables you to plan out your strategical route and to decide which aircraft is suitable. Remember your next pay cheque relies on you fulfilling each mission; no cash, no new weapons, machines or aircraft.



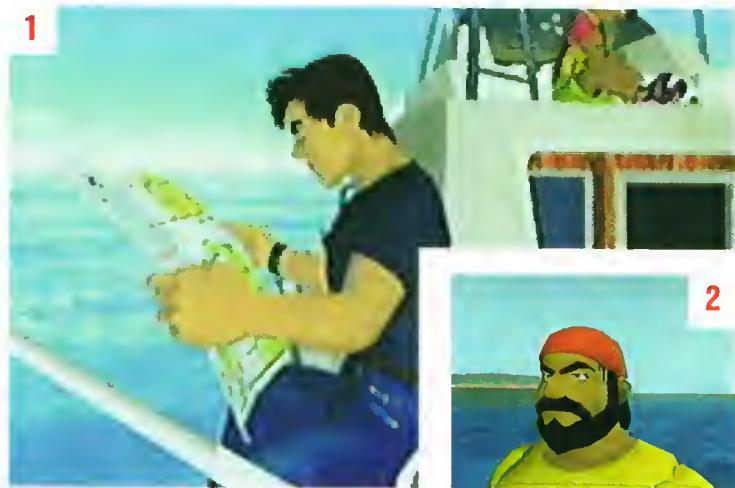
1. Choose from a glittering array of combat aircraft...
2. A concrete jungle, generously topped with burnt orange skylines - a picture postcard

人民連邦軍と思われる





Publisher Activision
Released 23rd September 1999 | Developer Climax Graphics
Genre Action/Adventure



1. The intro sequence to Blue Stinger has to be at least 20 minutes long. 2. This is Dogs Bower, the second character you can use in the game...

Blue Stinger

It's got one hell of a sting in its tail....

With all its various gameplay elements, Blue Stinger has already been compared to Capcom's Resident Evil series, but there are features in this game that are completely unique.

The game has two main characters. You can either play as Elliot G. Blade, a rescue official who's supposed to be on a relaxing vacation, or Dogs Bower, a boat captain who seems to be in debt to almost everyone on Dinosaur Island, which is off the coast of the Yucatan Peninsula.

Elliot is forced onto the island when he and his friend Tim are sent flying off their boat by a huge wave caused by an explosion. Elliot soon finds out that something strange is going on when he comes face to face with a strange creature called Nefilim, after he rescues him from certain death.

You can flit from Elliot to Dogs at any point during the game, and both characters have unique abilities. Elliot has lighting moves whereas Dogs can only block. The main objective, for whatever character you're playing, is to find out what's gone wrong on the island, as most of the population are dead. Your mission is impeded by various surly, half man half monsters who attack as soon as they see you as well as other gruesome enemies which appear from absolutely nowhere.

The game's different environments look spectacular and they're constantly changing. The character rendering and cut sequences are also stunning, which makes this game even more attractive. At the moment, there are the odd one or two discrepancies sneaking in, which are best not to mention as they might alter by the time it's released over here.



bird spotting



Meet Janene King. She's in charge of security on the island (now that nearly everyone else has copped it). As we all know, it's compulsory to have a top bit of tooty in almost any game. Janene is Elliot's love interest in Blue Stinger, and there are constant flirtive comments being sent back and forth all the way through the game. She's got to be worth at least a good nine out of ten, what with those shorts an' all.

COIN-OP

Vending machines are your only means of replenishing your energy bar and your ammunition in Blue Stinger. Killing monsters thus serves two purposes, the first being that if you don't, you die. And secondly, when they've finished spewing fountains of blood, money falls all over the floor. The machines are located in every area but you must have a lot of money so you can stock up before carrying on, as it might be a long while until you see one again.



Publisher: Sega
Released: Out Now (import)

Developer: CRI
Genre: Racing



PLAYED!

Buggy Heat

Mirror,
signal,
manoeuvre?
Take a
drive on the
wild side...



1. Does this look like a buggy to you?



buggying around

You've seen your standard in-car, cockpit and rear car view (amongst others), now get a load of this. In Buggy Heat you can switch to this cock-a-dandy view where you can see your driver steering and changing gear. It may look cool, but it isn't half off-putting.



DCM saw Buggy Heat in action a few months ago and although it looked impressive, it needed a few minor adjustments, so we hoped they would be all sorted out by now.

We managed to get our mitts on an import version, and thankfully there weren't so many problems, but no doubt Sega will perfect it for when it reaches our shores.

Buggy Heat involves you choosing from up to eight buggies to race around six unique tracks. Nothing out of the ordinary there, then. Apart from some of the vehicles don't look like buggies at all; more like off-road land rovers and cars with wide tyres. But that's neither here nor there.

There are plenty of bits and bobs that make this game a potential winner, like the four different modes of play. Players can choose to race in a Championship, a Time Attack



Mode or a two-player Versus game where you can either race against a friend or CPU-controlled opponent. There's also the standard Training Mode where you can take a course at a driving school to get used to your off-road driving.

When you've chosen your buggy, you can take it along to the garage where you can tune your engine, get a new paint job and even get yourself some stickers to give your car a facelift, (that's nearly as bad as being able to put your name on the car's number plates).

One feature we are impressed with are the weather effects. On one stage you're driving during a thunderstorm and every few seconds the screen gets brighter and you can see forks of lightning in the sky; impressive. No doubt Sega will polish up their title for its launch in the UK; we eagerly await that day.



Publisher
Released

Sega
October 1999

Developer
Genre

Sega
Simulation

Sega Bass Fishing

PLAYED!

It'll get you 'hooked', apparently...

Let us remind you there's nothing in it for us if we in some way promote Sega's games as being top-notch. Because that's what you're going to think by the time you've finished reading what we have to say about this game.

When we got the import version of Sega Bass Fishing, everyone wanted a peek. Nothing quite this unique has been done previously (except in the arcades, of course), and it truly is an experience.

This game simulates the feeling of fishing in a full 3D virtual lake. You have to wait patiently to get a bite and then whoop! You've got one of your first 'Super Big' fish. Then there's the fishing rod, the only peripheral for a fishing simulation game ever created for a home console. It comes complete with a Vibrating Pack to create the feeling that there's a bass on your hook, and you have to literally cast-out and reel in your line. They say fishing is good for the soul, so luckily this isn't even cruel to the fish.

There are three modes of play, Consumer, Arcade and Training, and in each you follow the same principles: choosing a different casting point, using different strategies for each area and a large lure selection makes for true-to-life fishing.

The graphics ensure this game looks truly real. Sunlight reflections bounce perfectly off ripples in the lake, and lifelike wiggling fish with blank looks and flapping gills swim around in the murky depths of the lakes, begging you to just reel 'em in. Autumn can't arrive a minute too soon.



1. It's amazing what you find during a hard day's fishing...
2. After the first level you take a closer look at your best bite



tempting
fishy treats

Each time you begin a level you get to choose your bait. This is where it gets complicated, especially if you're not an experienced fisherman. You gain extra bait such as floating minnows or spinner bait when you catch a bass, but these are better to use for a particular size or type of fish.



previews

Publisher Ubi Soft | Developer Ubi Soft
Released 23rd September 1999 | Genre Driving

PLAYED!

Speed Devils

Keep your eyes on the road!



Crazy Courses

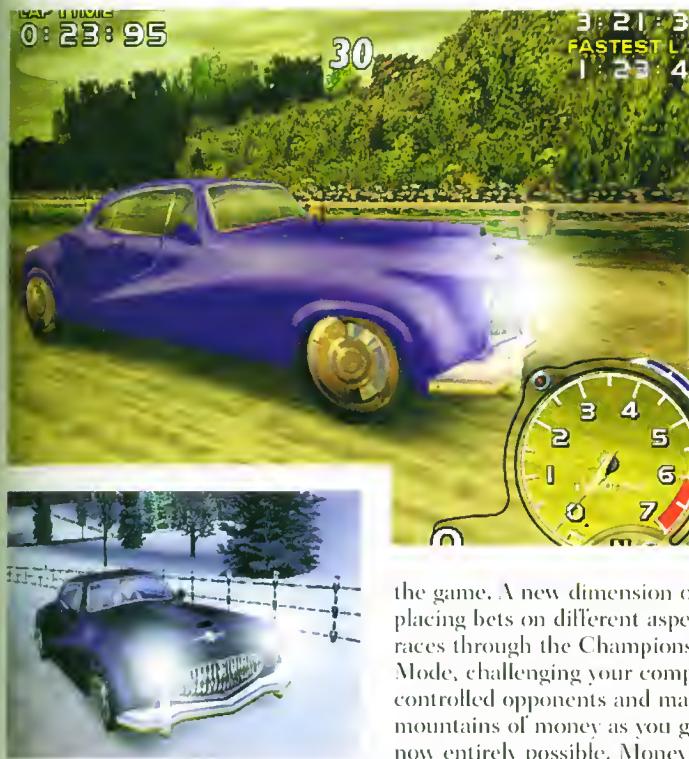
There are a total of seven environments inspired by real locations of America: California, Colorado, Louisiana, Las Vegas, New York, Canada and Arizona. Within these seven locations you eventually discover a total of 13 tracks that can be reversed and mirrored for added longevity. As you progress through the game you encounter new versions of all the tracks like Hollywood Disaster which features a huge King Kong in the middle of the road trying to make you crash and burn. There's also a Louisiana Tornado that literally picks your car off the road and throws it around, wreaking utter havoc.



Driving enthusiasts are in for a treat thanks to leading Dreamcast developer Ubi Soft. Along with their highly acclaimed launch title Racing Simulation: Monaco Grand Prix, Ubi Soft are currently putting the finishing touches to Speed Devils, a hi-octane arcade driver which they promise isn't 'just another driving game'. Those of you familiar with PC games have probably noticed more than just a passing resemblance to the recent Speed Busters. It's no coincidence that that was developed by Ubi Soft too, so you don't have to be an expert to realise they're closely related. A direct port, however, it isn't. Though many of the original team that developed the PC version are also working on Speed Devils, key new members were brought in to ensure the game will be totally suitable for the console-playing public.

At the best of times arcade style driving games aren't renowned for their depth and long-term challenge.





and this (considering the PC versions didn't exactly top the charts) was one of the first things to go under the microscope.

Speed Devils features a full spread of game modes, including the likes of Arcade, Time Attack, Ghost Racing, Championship and Multi player.

IT PROMISES TO MAKE FULL USE OF THE DREAMCAST'S REMARKABLE CAPABILITIES

This, we're sure you'll agree isn't unusual, but what tears this away from the norm is its promise to make full use of the Dreamcast's remarkable capabilities. The VMU, for example, will be exploited to its full potential in the Championship mode also allowing you to use the saved game data in all other modes of

possible with enough funds, and all the American muscle cars of past and present are all there for the taking. Ubi Soft decided, however, that featuring licensed cars wasn't viable because they wouldn't be able to use damage effects



(car manufacturers are really touchy when it comes to bashing the hell out of their pride

and joy). There are six damage points on each of the ten cars available, each one having three levels of severity for that extra touch of realism. All dealings with your cars like repairs and upgrades are taken care of in the Garage. This virtual pit stop is where all your game statistics are stored including your cars, cash, trophies and upgrades and it can all be viewed through the game or alternatively your VMU. You can trade cars and upgrades with friends and even race your customised wagons in the many multi player modes Speed Devils offers to see who really is the king of the road. For more on this exciting looking racer, check out our full review next month.

1. This tornado section is a real sight, but you must try to steer clear of its clutches - excuse the puns.
2. Graphical detail is second to none - can even Metropolis better this?

Multiplayer mayhem

Though the Championship Mode plays an important role in keeping the players coming back for more, nothing compares pitting two hardcore racing fans against each other head-to-head. Speed Devils features many different two-player racing modes like a straight race to the finish, time lag (as featured in *Sega Rally 2*), championship style (where lap times, fastest clock speeds and wagers decide the victor) and Defend and Attack. This mode is completely original to driving games, and was 'on trial' when we first saw the game in Paris last month. The idea is simple: one player starts the race ahead of the other and it's his job to keep it that way. Should the second player manage to overtake them, they gain some points and take some away from their opponent. The winner is decided by the player who steals all of their opponent's points. Simple, but remarkably addictive.

apocalypse cute

Publisher Infogrames
Released October 1999

Developer General Entertainment Co.
Genre Racing

PLAYED!

Pen Pen Trilcelon

Just another kiddy diddy game?

Being a videogame and following the path of outright cuteness is always a dangerous option to take, with lavish rewards for some (see most of Nintendo's output and Crash Bandicoot on the PSX for evidence), but an awful bargain bin existence in fluffy purgatory for the rest.

Pen Pen Trilcelon was the first game we ever saw on the Dreamcast and we must admit it resembled a Mario sub-game



minus the moustachioed plumber giving it some gameplay cred and character recognition. The wisdom of presenting this to a worldwide audience bereft of the Japanese liking for twee and cuddly guff like bloody Pokemon is debatable, particularly when the game itself seems to lose something in the translation. The Pen Pens of the title appear to be the result of some kind of hideous genetic experiment gone wrong amongst the cast of PlaySchool. They're all plush toy lookalikes with great big eyes, ranging from deranged-looking dogs to feminine hippos, each equipped with a pair of penguin flippers to give them impetus as they race one another across a slippery chute-shaped world.



1. Mr Bow the crazed canine isn't fazed by the scary skeletons that dangle like stalactites from the cavern roof on this level. 2. It's ironic, but Pen Pen contains probably the best drawn 'powdery snow being thrown up' effect seen yet on any home console system. Hmmm.



A constant rhythm of push then glide is necessary to reach the fairly sedentary top speeds that even the very swiftest of these refugees from Sky One on a Saturday morning is capable of, punctuated by some not unpleasant forays into underwater realms and over dry land (where a brisk stroll seems to be the limit of performance for the super-deformed little buggers).

Daley Thompson, Eat Your Heart Out...

Everything is sound tracked by the helium twitterings of the cast, and a relentlessly jolly tune. It must be said that Pen Pen Trilcelon is a surreal experience, if only for the reason that we've never seen characters quite so freakish and sugary drawn with such technical muscle - think rotund pink fuzzy tummies rendered with picture-perfect real-time shading. Some of you will be charmed by the inoffensiveness of it all, but for many, PPT will create a similar emotional effect to necking a heaped handful of popping candy, washed down with a three-litre bottle of Tizer. You have been warned...



Bubble Bobble

Magically playable and nastily addictive, this saw the rosy-cheeked dinosaurs Bub and Bob throw off their apparent stegosaurus ancestry and instead bound



over a series of ever-changing platforms, blowing soap bubbles from

their gobs and imprisoning the cheeky thingies inside the floating globs. They sure don't make 'em like this any more.

Spyro the Dragon

Magically playable recent PlayStation-only effort that combined Nickelodeon storytelling values with super-solid jump 'n' glide gameplay that put many a 'serious' 3D arcade adventures to shame in all departments. Lush visuals and a lead character so nice he's almost a candidate for strangulation made this a big hit with the under-tens and soppy girls alike.



as seen on TV

Switch to the in-car view and you can see everything you would as if you were seeing it on TV. Your current position, the time you've taken, the fastest lap time so far and even the TagHeuer Official Timing logo. Video Systems really did take full advantage of the licence.



Publisher: Video Systems | Developer: In-House
Released: November 1999 | Genre: Racing

F1 World Championship

Dreamcast takes on the Formula 1 challenge...

Is F1 World Championship just going to be Monaco GP but with all the real-life tit-bits? We don't think so. Take a look at these screenshots for starters; interesting backgrounds, colourful, sharp graphics; what more could we ask? But then just because this title is the first Dreamcast game to get the F1 Licence, doesn't mean it can profess to be the best.

Work began on the title last December and things have been progressing rather nicely since. Three tracks have been completed

so far and five cars have been refined and made available too. So there's enough work for Video Systems to be getting on with.

The graphics look like nothing we've seen before from a Formula 1 racing game on any platform, we're sure you agree. The cars themselves are modelled on their real-life equivalents, with each and every detail carefully put into place. Even the various teams' official steering wheels and gear-changing fingers have been accurately modelled.

There's both an Arcade and

Simulation Mode available, so F1 racing fans will be chuffed. Plus they can choose from any of the official racing tracks such as Silverstone or Hockenheim, each of them being represented down to the last blade of grass. More details will be coming your way towards November, but we're sure we'll include an import review well before then.



1. F1 World Championship is primarily a simulation game, so there are many techniques you can use to reduce lap times.

2. Check out the realistic smoke effect when you burn rubber round corners...

Publisher: Virgin Interactive | Developer: Archer McLean
Released: 23 September 1999 | Genre: Sports Sim

Jimmy White's 2: Cue Ball

Pot as many balls as you can...



He's snooker loopy that Jimmy White, and just to prove it he's teaming up with Virgin Interactive and Archer McLean (who developed the first game many years ago) to create the most accurate and realistic snooker game ever to be released on a console. Being a direct port from the hit PC game of the same name, we can safely say it's going to be a very big game indeed. The fully equipped snooker hall includes authentic tables, a recreation of the arcade classic Drop



1. Every aspect of taking a shot in snooker will be accounted for in the menu bar on the left of the screen. 2. That cabinet at the other end of the pool table is a complete replica of the old arcade hit Drop Zone - it's fully playable too. 3. The dart board is amazingly realistic, even down to motion captured hands throwing the darts for you.

Zone (even the cabinet is there!) and a dart board. Each of the sub-games on offer (which also includes a 3D draughts board) are good enough to be games in their

own right and are easily the best sub-games we've ever seen.

If you happen to be more of a pool fan yourself, JW's 2 also features a fully realised American pool room. You've got the option to play English, American eight-ball and American nine-ball pool, and there are just as many opponents to challenge as on offer in the snooker hall.

Watch out next month for a full review, but for now we're all off down the pub to get some practice in...



Publisher Crave
Released October 1999

Developer Genki
Genre Racing



Perhaps the most genuinely innovative feature in Tokyo Highway Battle is the ability to customise your own Oriental-style number plate. What about 'IH8 PSX', or 'DCM OK'? The stupid possibilities are limitless, although it's a touch difficult to pick out the letters, quite frankly.

Tokyo Highway Battle

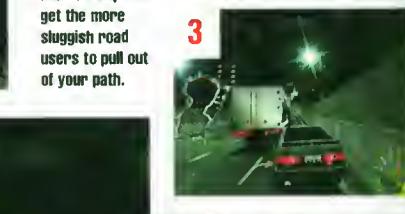
Have you got what it takes?

Tokyo Highway Battle is an update of a less-than-warmly-received PlayStation game from some time ago, set around the gently undulating freeways that ring Japan's capital city. There are extensive menus throughout, allowing you to change a car's set-up through almost infinite degrees, alongside a Quest Mode where the buying and selling of performance cars takes an almost equal importance to the racing.

At this stage only one track is available (albeit in reversible form), a slightly drab and grey affair populated by an endless series of equally grey people-movers and articulated lorries that are dashed difficult to pick out of the scenery when



1. A big red arrow sits above your CPU-controlled rival. If he gets out of screen, you've lost, sucka.
2. Colin McRae never drove his Impreza quite this badly.
3. You can flash the headlights of your car onto hi-beam in an attempt to get the more sluggish road users to pull out of your path.



travelling at Police! Camera! Action!-baiting speeds. Some nice tail-light traces remind us we're playing on a next-gen machine, and the scenery whips by smoother than one of Russell's chat-up lines, but rumblings around the office suggested this isn't going



SPLIT-SCREEN BATTLING AND INTERNET OPTIONS SPICE THINGS UP

Demon Tweaks

Max Power readers will wet their gussets at this facility, which lets you customise the appearance of your steel steed to a huge extent. Pick from four different types of side-skirt, three alternative wing mirrors, a rack full of authentic-looking alloy wheels and a series of increasingly ostentatious spoilers that probably don't add much downforce, but increases your car's insurance bracket no end. It's all mainly cosmetic, but it does add an edge when watching the shiny and slick action replays.



to be one to watch, particularly after sampling the somewhat treacly handling that even the sleekest and most expensive jalopies had to offer.

Nevertheless, split-screen battling and phone bill-gorging Internet options should spice things up nicely. The stage still seems to be open at



this point in time for a DC game to emulate the 'Look at me!' role that Ridge Racer played in the early days of the PSX. Will it take the skills of a

European developer to show our Japanese cousins how it's done? The bulldog spirit (and common sense) says, 'Yes, mate'.





Publisher Virgin Interactive | Developer Capcom
Released 4th Quarter 1999 | Genre 2D Beat-'em-up



Street Fighter Alpha 3

Exclusive new features for Dreamcast...

You can't launch a new console without having at least one new Street Fighter release; at least that's what Capcom would have you believe.

With all the 3D wizardry the Dreamcast is capable of, you'd expect to see Street Fighter going further down that route (Street Fighter EX Plus Alpha 3, anyone?), but Capcom have opted to optimise the 2D incarnation of Alpha 3 from the PSX instead.

A straight port would have been a total disaster for Capcom, given the jump in technical capabilities between the two formats, so they've rustled up a kind of halfway house instead. Though the graphics have remained much the same (with a few extra animations and small tweaks), the sheer amount of playing modes and game options Capcom have lined up more than make up for it.



mode menu



With a screen completely full of different playing modes, Street Fighter can never again be accused of lacking depth. Thanks to the World Tour Mode, it's now possible to power up your favourite character and fight them all over the world, constantly building up their attacks, defences and countless other statistics. While that's in progress you can save them onto your VMU and take them into a number of other modes to test their worth against CPU opponents and friends. Hats off to Capcom; it looks like they've done it again.

PLAYED!

Publisher SNK | Developer SNK
Released Import | Genre 2D Beat-'em-up

King of the Fighters 99: Dream Match

The best fighting game in the world ever, Part 99...



1. Though limited to two dimensions you're guaranteed some pretty spectacular special moves.
2. There are at least 36 characters available from the start, some from SNK classics like Fatal Fury and Art of Fighting.

SNK have been producing 2D beat-'em-ups for just about as long as we can remember; improving, tweaking and upgrading them as they go. The King of the Fighters series employs many characters hand-picked from their prestigious back catalogue and turns up the heat with new combo systems, special attacks and power gauges. Of course there's much more to it than simply that; tonnes of Team Battle options and a link-up with the Neo Geo Pocket should keep fans happy.

magna mayhem



These wicked pictures have been lifted straight from King of the Fighters 99: Dream Match's introduction sequence. It's a hugely enjoyable Manga film featuring many of the characters from the game. You also get more of this near digital quality footage later on.

Publisher Piggyback
Released 4th Quarter 1999

Developer TOKA
Genre Beat-'em-up

PLAYED!



Soul Fighter

An adventure come beat-'em-up hybrid that will crack the Japanese arcade sector as well as the Dreamcast. TOKA-'bout a tough nut to crack...



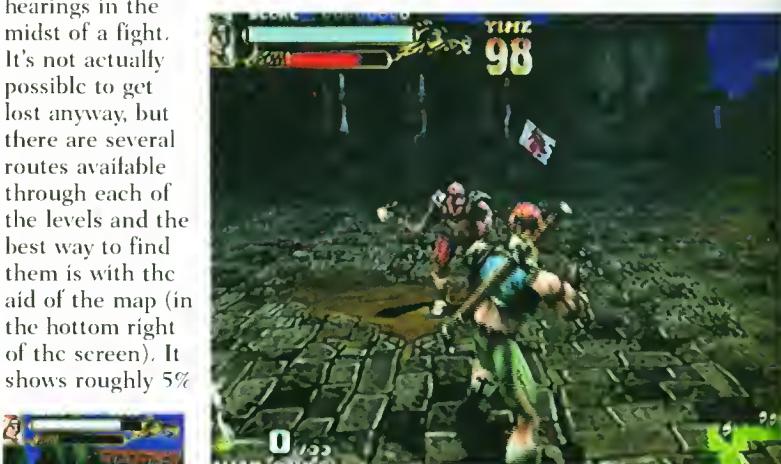
It may sound like a foolish venture for even the most experienced development house, but for TOKA and their publishers Piggyback International, it's a challenge they dare to face. Using a wealth of past experience developing for the Super Nintendo, with titles like Legend Hack in '94 (of which Soul Fighter is a close relation) and a later PSX version, they firmly believe Soul Fighter can deliver the goods to the all-too-fussy Japanese crowd and make a first rate DC game while they're at it.

At the time of viewing only the first level of the game was available to play, but there were more gameplay elements, graphical wonderment and out-and-out gore than would normally be crammed into a whole game of the same ilk.

By cleverly crossing over adventure and straight beat-'em-up elements, and even adding some subtle RPG touches, TOKA have opened a plethora of gameplay opportunities not normally available to the beat-'em-up fan. Being able to turn from a third-person to first-person perspective is the first of its many surprises. Should you want to throw a bomb, a knife or use your trusty crossbow, the camera zooms to your

character's view of the action and aiming your weapon becomes comparable to the likes of Doom, Quake or even the Legend of Zelda. Swapping between the two is a quick and fluid movement which doesn't take much button pressing, and doesn't force you to regain your bearings in the midst of a fight. It's not actually possible to get lost anyway, but there are several routes available through each of the levels and the best way to find them is with the aid of the map (in the bottom right of the screen). It shows roughly 5%

of the total area of the level, and also denotes enemy positions and paths leading off into different sections. As is the case in most things in life, though, one route may be more of a straight run through when another is much tougher, yet more rewarding in



word up

"Soul Fighter is an epic fighting game that draws inspiration from the classics such as Golden Axe, and then mixes it with the technological capabilities of today's 128-bit machines to create something a little bit special", says Chris Knight, spokesman for Piggyback International.

Golden Axe



other ways. It really injects an adventure element and takes the game onto a higher plain; stopping the action sequences becoming monotonous and repetitive.

Soul Searching

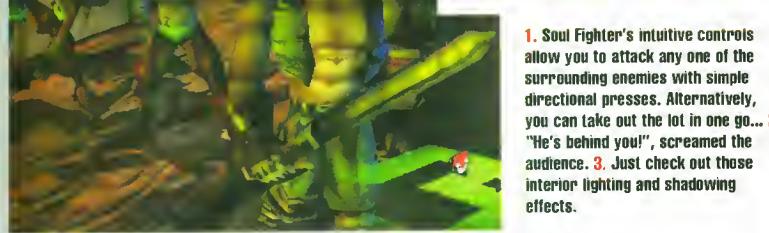
Storylines may not be at the forefront of your mind as you scan these pages, but you can't really make a game without one (Tetris excluded). In the case of Soul Fighter, it's simple but well maintained throughout the

game. It works on a par with the likes of Tomb Raider (where the cut sequences normally utilise the in-game engine between playing sections) but in such a way that it isn't as intrusive and cumbersome as with Lara's adventures. Here

they're short and sweet, making sure the scene is set and the atmosphere is pumped without prattling on about sub-plots that do little more than bore the average gamer. See what you think:

All the residents of your home village have been turned into insane animal aggressors by a powerful evil force and it's your task (as one of three characters) to slay these monstrous creatures and secure

the human souls set free as a result. Once the game is completed and the evil force is extinguished, these souls can be turned back into their original human form. It's not Hollywood, but it does the trick.



1. Soul Fighter's intuitive controls allow you to attack any one of the surrounding enemies with simple directional presses. Alternatively, you can take out the lot in one go... 2. "He's behind you!", screamed the audience. 3. Just check out those interior lighting and shadowing effects.



Publisher Sega
Released TBA

Developer Bizarre Creations
Genre Driving

1. Even the adverts are totally authentic
2. Each car is made up of 1,600 polygons to make them the most realistic ever

Metropolis Street Racer

Streets ahead of the competition...

For sheer attention to detail, Metropolis is set to be second to none. Using an extensive supply of video footage and many thousand photographs, the cities of London, Tokyo and San Francisco have each been modelled for use in the game. To be exact, two square miles of the three locations have been painstakingly reconstructed right down to the minuscule detail including interactive backgrounds which react differently to your car depending on the type of surface it is. As far as we know at this time there are also 13 leading car manufacturers involved in the game, offering a total of 20 real convertible cars (though more are expected to be announced).

There will be the usual Championship and Arcade modes on offer (including the likes of Time Attack and Split Screen) but more exciting still is the possible of a progressive challenge mode that could include Internet-compatible racing. That's all we have for now, but these incredible pictures should keep you happy until next month.



top gear

Having real car manufacturers supply data and design specifications is great for getting the physics and feel down to a tee.

Unfortunately they can't live with the thought of their beloved cars getting dented and scraped, leaving Bizarre Creations with no scope to include any damage effects. What a bunch of arse!

Publisher	Acclaim	Developer	Criterion
Released	23 September 1999	Genre	Racing

My kind of town

The cities are divided up into nodal points as you can see below, which lets you pick alternate routes, taking in the sights like some kind



of supersonic tourist. Note the optimistic inclusion of the Millennium Dome in Future London - everybody knows the materials used in its construction will have degraded and collapsed after only 35 years or so.

Trickstyle

Getting gnarly at high speed and dizzying altitudes, Rollerball style? Only the least radical of you could fail to get excited...

While there will no doubt be a glut of copycat snowboarding sims flooding the fledgling DC market from the word 'go' some braver development souls have opted to go for a less blindingly obvious route in their racing games.

Enter Trickstyle, a twenty-minutes-into-the-future hoverboard game that will bring out the latent Chopper in everyone (as long as you're a Judge Dredd fan, that is). After picking one of the expected cyberpunk sky shredders you are plunged into a gut-churning series of mid-air circuits that snake through

plus a repertoire of individual moves and stunts, while those wishing to compete against fat Yankees in Wisconsin or their mates can take on up to nine human players through split screen, network or online play.

A range of boards are available with specialised steeds that favour

TRICKSTYLE SHOULD BE AN IDEAL PLATFORM FOR SOME PACY ACTION

the vast urban areas which surround and parody the antiquated shells of original Twentieth Century cities. These include Ariel Tokyo, which hangs suspended in the low stratosphere, Neo Manhattan, a tech-noir vision of New York and Future London, landmarked by the inevitable Big Ben and now dwarfed by the enormous steel and glass monstrosities that have sprung up around it (and which no doubt gave an aged Prince Charles an apoplexy).

Turning Tricks

As you might expect the action is fast-paced and laced with all manner of dangerous hazards, chief amongst which are your fellow competitors who are blessed with intelligent AI that apparently learns your tactics (a common boast that will probably only truly come into its own in the fat-processed context of 128-bit gaming).



1. Brad the Aussie (note his kangaroo icon at the bottom left) shows off in the Stuntbowl. Beaut! 2. Posh bird Angel leads the way in a close race over the streets of Manhattan. 3. Here Cuban hardman King adopts the prone Luge position for greater top speed and smaller area; handy for squeezing through narrow openings. 4. Doing handstands at 200 mph is a doddle for these neoprene-clad velocity athletes.



Board Bunch

Here's a few of the boys and girls you can take to the skies with.

Angel



The perennial 'It' girl in training, Angel is a straight 'A' student who likes nothing better than sneaking away from her campus and racing at breakneck speed, probably just to annoy daddy. Short of dress and cute of pigtail, she will no doubt be the perp's choice of racer.

Kolonel Uri



This spiritual cousin of M Bison is a hulking brute from the frigid steppes of the former USSR

who brings his stern military training and discipline to bear on the frivolous world of grav-surfing. An ex-member of the legendary Light Hover Cavalry, he races to prove the continuing superiority of the Russian soldier over decadent capitalist riders.

Brad



An ex-surfer, this bleach-haired Aussie takes what he learned amongst the waves and applies it to the altogether more dangerous world of hoverboarding. More concerned with speed and style than roughhouse tactics, his only weakness is an alarming tendency to treat women in a sexist manner and die of skin cancer.

Shin



Reputedly over 117 years old, Shin is the pet racer of the Sosome electronics corporation and has been at the top of his game for almost eight decades. Of course, there's some funny business going on with his gene codes being re-set every few years, earning the ire of his more mortal fellow racers.

Zak T



This fresh-faced fly dude is the most stylish rider you can hope to pick, both in his dope manner of dress and super-agile style of surfing. An orphan raised by the tough New York streets it's possibly better not to ask him too closely how he 'acquired' his grav-board.

Individual stunts can be learnt along with numerous combo moves and alternate stances a rider can adopt. Certain stunts have specific uses, such as using the Luge position to duck underneath an obstacle or barrel-rolling through a plate glass window to create a handy short cut.

Alongside the standard city courses there is a practice Velodrome where you can do some high-speed manoeuvring plus a dedicated skate park with Half Pipe

and Stunt Bowl for posers to perfect the art. Success in the racing element unlocks the Pro Tour Championship, climaxing in the giddy heights of the Tokyo Skydome Grand Final, and if all this isn't enough it's possible to design your own multi-level alternate pathway tracks that can be raced on in Multiplayer Mode.



As long as the programmers can overcome the usual problems associated with antigravity-type racers Trickstyle should be an ideal platform for some pacy action and a potential proving ground for the as yet untested possibilities for the Dreamcast's landscape-shifting abilities.

Publisher Sega | Developer Argonaut
Released October 1999 | Genre Shoot-'em up

Red Dog

Give that dog a bone...

Without sounding like a stuck record, Red Dog looks like it's going to be a stonker, both graphically and gameplay-wise. It's a whole lot of fast-moving, explosive action where you can jump in your tank and blast everything that moves.

Naomi-standard graphics.

It uses the Dreamcast controller quite innovatively too. Your forwards and backwards movements are controlled with the left and right trigger buttons, and the joystick moves the crosshair on your cannon. The A and B buttons launch various spangly weapons, while 'X'



The one-player game is far from polished at the moment, as it requires some graphical tweaking (highly technical terms, you know). However, the two-player mode is extremely addictive. There's lots for Argonaut and Sega to do before the title's released in September, but let's hope it ends up as good as it sounds.

FAST MOVING, EXPLOSIVE ACTION

The game is set on an archetypal future world. It has a very arcadey feel, not only due to its in-yer-face action, but also because of its

activates a nifty shield which protects you against enemy fire. It all makes the gameplay very instinctive.

1. No, you won't be able to control mean flying machines...
2. Argonaut have spent time filling in the details; just look at the cool graffiti plastered all over the wall...

Publisher Sega
Released October 1999

Developer No Cliché
Genre Shoot-'em-up



**This is the
real toy
story...**

Toy Commander

**FIRST
SHOTS**

Remember those childhood days running through the house with a toy aeroplane in hand flying around in your own fantasy land?

Crashing the Tonka car into the cat and shooting down Action Man with a Chieftain Tank are no longer pastimes for just the young and mentally unstable. Now you can get away with playing with kiddies toys without the associated embarrassment thanks to one of Sega's most adventurous pre-Christmas games: Toy Commander.

The game is designed to appear to be borne from a child's mind, so expect the unexpected and prepare for the worst case scenario.

Home comforts

Whether you're dog-fighting with toy planes, racing around the bedroom in Formula 1 cars, taking off in a space shuttle or flying a transport helicopter on a covert mission, you'll still be in the comfort of your own home. There are thirty vehicles at your disposal



in all, covering a wide range of mission based levels and sub-games. All this action takes place in eight household environments, each split into about seven missions. Don't be fooled by your apparently harmless surroundings though,

Toy Commander promises a tough challenge often incorporating puzzle, action and adventure elements within the same mission. Wage war with toy soldiers and fight Godzilla merchandise - playing hasn't been this much fun since we were in dungarees.

Publisher	Accolade	Developer	In-house
Released	4th Quarter 1999	Genre	Shoot-'em-up

Slave Zero

I want to be...
a biomechanical war machine...

Players take control of a massive 60-foot biomechanical war machine, 500 years in the future, in a battle against rival forces throughout the vast metropolis, S1-9. The city is ruled by the SovKahn, an evil dictator who possesses dark manner, a mysterious energy source that's used to control the populace. You're part of a rebellion force that steals SovKahn's technology to create a 60-foot slave mechanoid: Slave Zero. The main aim of this game is to destroy SovKahn and restore peace and harmony. While smashing your way through the city, Slave Zero



1. Look out for that superheated metallic plasma mate...

has to battle against enemy 'Sentinels' ranging from human-sized troops and tanks to 100-foot tall Titans armed with powerful Hellspike Plasma Rail Cannons that fire bolts of superheated metallic plasma (sounds nasty).

Slave Zero will no doubt prove very expensive on the old telephone bills when it arrives over here, but all that destruction sounds very therapeutic.



Publisher	Sega	Developer	Red Lemon
Released	4th Quarter 1999	Genre	Shoot-'em-up



Take the Bullet

Take it like a man...

Take The Bullet can be played with up to four players at home, but more importantly, will be playable online with up to 16 players from all over the country. As you may have guessed, it's a fast-action shooting game set in America during the late sixties. The player takes the role of Jack Travis, who is employed by a presidential candidate as a bodyguard during the course of a presidential campaign.

As Jack, players must use strategical play to organise fellow bodyguards to maximise protection of the candidate. The basic aim of the game is to ensure the safety of the candidate, thwarting many attacks carried out by the Children of Gabrielle, a gang who's set on murdering Kincaide, the candidate.

Over 12 levels you'll be using the ultimate in weaponry to protect Kincaide; 18 different kinds in fact. Red Lemon Studios are keeping the game well under wraps at the moment until it gets closer to the game's release date. We should have mounds of interesting info on the game in the near future; but for now, take a look at these awesome shots.



FIRST
LOOK



1. Take the Bullet is one of the first Internet playable Dreamcast titles

previews

Publisher Sega
Released TBA

Developer Sega
Genre RPG

Five years ago, Shen Mue (or Project Berkley as it was known then) was a source of inspiration borne out of Yu Suzuki's imagination. He had already created the Virtua Fighter series in part, but clearly felt restricted by the inferior specifications of most consoles at the time. His concepts were shelved, without a hope of them becoming a reality.

That is until the Dreamcast was developed, with astounding capabilities to more than cope with the required specifications of the game.



One man's inspiration has finally become a reality. Shen Mue brings new meaning to what was previously known as RPG...

Shen Mue

With a concept for a game such as this, there was no genre in existence that sufficiently denoted its sheer enormity, so Sega are now introducing us to FREE: Full Reactive Eyes Entertainment. This is as close to virtual reality as you can get on a home console, and we're literally waiting with baited breath.

Shen Mue is based in China and Japan during the 1980's. The player takes the role of Ryo, a young man who wants to solve the mystery behind his father's death.

The entire game is based in real-time, landscapes alter as time passes and characters can interact with their surroundings; you can touch and even use such items as tape recorders or telephones.

The team that Sega brought together to produce this game is bigger than the Sonic Team; which gives you an indication of how huge Shen Mue is. The graphics in the game promise to portray fluidity of movement and awe inspiring

best-kept secrets



It's been said there may be a VMU mini-game for Shen Mue. All we know is the VMU screen will have this image on it, the rest is just hear say; or rather it's just a well-kept secret.

landscapes. There have been concerns that Shen Mue could be the victim of its own ambition. But let's face it, for a game this stirring, we're all preparing ourselves for something a little extra special.

We'll update you on every aspect of Yu Suzuki's masterpiece next issue to ensure you're well informed on every minute detail. Keep it here.



1. Ryo introduces himself. The player can talk to whoever they want at any point in the game.

2. Complex martial arts moves are used in the dramatic combat sequences.



AN END TO THE RPG?



One thing Shen Mue won't be is from the same strand of RPG we're used to seeing. There'll be no more pointless dialogue between characters, or carrying out of nonsensical tasks in an effort to make slow progress. What goes without saying is Shen Mue will set a new standard of gameplay never yet broached by any other title.

WE'RE LITERALLY WAITING WITH BAITED BREATH

Game over

Publisher Taito
Released Import

Developer Taito
Genre 3D Fighting

PLAYED!

PSYCHIC FORCE 2012

Airborne Manga fighting...



The original Psychic Force was huge in Japan a few years ago, mostly due to its innovative game engine. All the action takes place in a large 3D space in which fighters fly around Manga-style in an effort to dull each other up. 2012, its direct sequel, was again received well in Japan, but to us Western folk it all looks a bit Pete Tong. Are we missing the point or is it really as weird as it looks?

Having had the luxury of playing the import version, it's obvious it's indeed damn weird, but that definitely doesn't make it bad. You find the usual suspects on the Character Select Screen, each having the trademark abilities we've all come to expect from the genre (young yet agile teenage girls and

1. What more could a red-blooded male ask for in a woman? 2. "Satur-day night, la la la lu lu lu lu..." 3. Some of the special attacks have spectacular graphical effects.



beefy blokes with power but little speed). There are three buttons utilised in the control system, two attacking and one block. From this relatively standard base, a number of different combo strings, special attacks and guard manoeuvres can be achieved. Some of these require complex combinations like pushing the directional pad through 360 degrees (followed by block), but you're always rewarded, in this case with a move that protects the player from even the toughest special attacks.

We're not sure if Psychic Force is going to make it to Europe due to its unconventional angle, but we'll keep you updated in future issues.



frantic fighting



Something the arcade version can't offer is an array of game modes added to the home version to offer extended longevity. As well as Arcade, Survival and Versus modes, expect to see 'Cross Fever' which pits your tag teams against each other simultaneously for some real frantic fighting.

Publisher Virgin
Released October 1999

Developer Capcom
Genre 2D Fighting

Marvel Vs Capcom

PLAYED!



An arcade-perfect experience in the comfort of your own home...

Capcom are unequalled for their creative flair when it comes to 2D fighters. While some insist that by their very nature 2D beat-'em-ups are limited, Capcom still deliver the goods after countless sequels and cross-overs. For those under the spell of the likes of Ryu, Spiderman and The Incredible Hulk this is just about as good as it got in the arcade, but how does the Dreamcast version compare? Being able to spot any differences between the two is your first task, and it really does take an eagle eye to see that

the DC version has (ever-so-slightly) smaller characters on-screen, but you'd have to be a real picky bugger to moan about that, wouldn't you?

Something worth fussing over on the other hand is MvC's practically non-existent loading times. Between bouts there's very little CD accessing going on to keep it in line with the arcade version; it just goes to show what can be done when programmers put their minds to it. This little beauty is available now on Jap import, but watch out in future issues for news of a European release.



1. Some of the special moves really are earth-shattering.



2. Hulk and Morgan have dispensed with the fighting and decided that a staring competition is much more fun...

review con

Sonic Adventure 56

Everybody's favourite blue hedgehog returns (should that be the ONLY blue hedgehog? - Ed).

Virtua Fighter 3tb 60

Sega's classic arcade beat-'em-up arrives on Dreamcast.

Incoming 62

Rage Software make their Dreamcast debut with their all-action PC conversion.

Sega Rally 2 64

How does the home version compare to the arcade smash?

Expendable 68

Rage Software's third-person action shooter examined, courtesy of Infogrames.

Power Stone 72

Capcom lights its way onto Dreamcast with a surprise hit.

House of the Dead 2 74

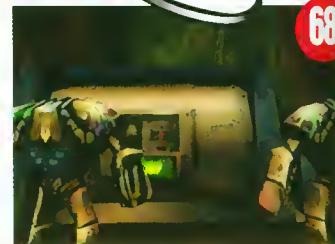
Sega's gore-fest arrives toting a six-shooter and several thousand zombie flesh-eaters.

Monaco GP Racing Simulation 2 78

The first F1 game for Dreamcast - does that mean it's the best?

SONIC ADVENTURE

One roving reviewer accumulated tons of gameplay hours in his quest to conquer Sonic Adventure over this first issue (yes, all 130 Sonic Emblems! - Ed). That should stand to show how thoroughly our reviewers play the games (when they should be writing about them).



HOUSE OF THE DEAD 2



74

Sega's zombie basher was a real smash in the arcade. The Dreamcast version comes complete with a state-of-the-art sharpshooter and a licence to kill.

EXPENDABLE

Rage's second foray on the Dreamcast after Incoming arrives in the form of another PC conversion. Expendable is a fast and furious third-person shooter set in a dark future.

CASTING VOTE - How we rate the games

Dreamcast Monthly utilises a vast pool of hard-core game journalists. Our scoring system is fair and completely without bias to ensure complete reader satisfaction. Here's how it all works...

An above average game that does the genre it represents justice without necessarily being particularly innovative. A game receiving this score may have a few niggles but is an enjoyable experience nevertheless.

7

We're getting into the realm of the unplayable game now. Just an hour's play will be enough to make you sit your wrists with the otherwise redundant CD.

3

Don't expect to see a game awarded this prestigious mark in DCM very often. It's a score that's solely reserved for games made of the purest gold, fashioned into a veritable work of art.

10

Flaws are starting to become more evident here, you'd have to be a fan of the genre to really appreciate a game of this quality's worth.

6

There's a fine line here between this and the next mark down. Perhaps the dire quality of the game/graphics/voice-overs gives you a laugh or two before it gets binned.

2

It's not a rule, but in general this will be the highest score you'll encounter in the magazine. Games of this quality are the reason you bought a Dreamcast in the first place.

9

Average games like these often have redeeming features, but will be seriously lacking in areas like longevity, gameplay or control. Bugs and glitches might also be evident.

5

Complete and utter pants. Don't even rent games receiving this score, you'll regret the £1.50 overnight fee and realise you'd have enjoyed throwing your money down a drain much more.

1

An incredibly accomplished game that features some ingenious touches. Games awarded this mark have all the required components to keep the fussiest player happy.

8

Games awarded this mark might hold your interest for an evening or even two, but beyond that you're looking at a very expensive coaster. Best avoided unless you're a really flash git.

4

A publisher would have to dig up a copy of the original E.T. last seen somewhere in the Nevada desert, port it to DC and call it a 'retro classic' for a zero to be awarded. Pretty unlikely really...

0

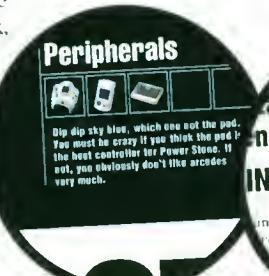
tents

dreamcast 128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY



PERIPHERALS

There are many peripherals available for the Dreamcast like the Vibration Pack, Steering Wheel and Gun Set to name but a few. We tell you what peripherals are compatible with the game you're looking at, and cover any other special requirements while we're at it.



INITIALLY

The first thing to look out for, beyond the name of the game, is this box designed to give you any first

ation-owning mate
n around the gills an
INITIALLY... It's a joy to play straight out of the vis
ioned predilection for jumping to invari
ant heights. Sudden spectacular bodily
n mututations and unfeasibly large co
ns are let off at point blank range
ick one of eight spring he
s who go to the
VOL

impressions we have. You might have to sit through ten minutes of boring story before you get down to the action, or maybe the gameplay takes a while to get into - you can find out here.



VMU

Because the Visual Memory Unit plays an important role in a large number of Dreamcast games, we've decided to spare this space to talk about it. If there's more to learn, we'll let you know.



COMING SOON

This section of a review is designed to inform you about a comparable game currently in the pipeline. It's just to let you know what's coming soon, just in case it's worth waiting for.



INFORMATION

This section of the review speaks for itself. All vital background information is catered for here, from publisher to price.



SCORE BOX

This is our final word on the game in question. Any final comments, praises or complaints are carried out here, alongside our given score out of ten. Check out the rundown of how we rate the games while you're here - it's your guide to getting it right.





All you need is your Joypad and a VMU. If you want to save your adventure data and rear a Chao all on VMU, make sure it has plenty of available space.

Written By Russell Barnes

SONIC ADV

The VMU will save all Sonic Adventure's game data including your current position and any Chaos you're currently rearing (refer to Chaos Theory box). Sonic Adventure needs a clean VMU for best results.



So the front man for the world's fastest, smoothest and most awe-inspiring video game known to man is a blue hedgehog called Sonic? What a guy...



Water's wet, the sky is blue and new consoles have flagship games designed to show off their wares at launch. It's the way it's gone for well over a decade, and Sega's way is a blue hedgehog called Sonic. He's seen the advent of 8-bit, 16-bit and 32-bit gaming and now - after skipping a console generation - returns to us in his 128-bit guise courtesy of both Sonic Team and the all-powerful Dreamcast.

Something that can't be overlooked are the remarkable links Sonic still holds with his 16-bit past. There's no doubt that you're controlling ol' bluey even when considering the stark contrasts between formats. He still collects rings, whizzes round loop-the-loops at breakneck speed and Robotnik's baddies

COMING SOON...

Rayman 2

Ubi Soft had great success with the original Rayman in 32-bit form, but you can be sure his fully-fledged 3D outing is going to be something special. Check out the news section for further details of its forthcoming release.

SONIC ADVENTURE

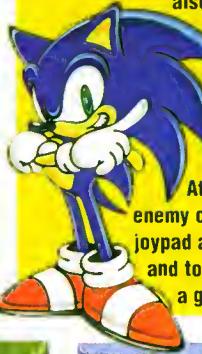
Publisher	Sega	Developer	Sega	Origin	UK	Genre	Platform Adventure
Available	23rd Sept 99	Players	1	Price	£39.99	Contact	0181 9953399

ADVENTURE



Sonic the Hedgehog

Sonic retains all his abilities from the past but also gains some new ones especially for his latest escapade. His Light Speed Dash allows him to travel across a row of rings, often into otherwise-inaccessible areas, while his Homing Attack lets you target any enemy or object with one simple joypad action. He's faster, smoother and tougher than ever before - what a guy...



INITIALLY...

You're in awe from the moment the CD's in the drive, and it soon becomes obvious that what we have here is a technological impossibility on any other format. The introduction to the game is clear without overloading the player with too much information. From here the action begins; let's hope it carries on in the same vein...

still release those fluffy animals when you kill 'em. It's quite remarkable to think the Sonic Team managed to keep him as faithful as they did when the complete overhauls the game has received elsewhere makes the brand almost completely unrecognisable.

sitting), it's easily the most adventurous in terms of gameplay mechanics. Using a laser-guided weapon, he can target multiple enemies and objects (by simply holding the fire button down) and destroy them all in a single stroke (just by letting go). A power-

IT HAS SET A NEW STANDARD FOR THE FUTURE OF PLATFORM AND ADVENTURE GAMING

Take, for example, the five other characters eventually at your disposal. Each one has different abilities, with levels and tasks that are tailored perfectly to suit their style of play. They are each gained by reaching a pre-determined stage within Sonic's own adventure and from that moment on they can be chosen from the Character Selection screen to begin an adventure all of their own. Possibly the most diverse variation of gameplay occurs while in command of E-102 GAMMA, Sonic Adventure's only controllable robot. Though one of the quickest adventures to complete (it's possible to do in a single

up he later collects gives him the ability to hover through the air for a short while allowing access to previously out-of-bounds areas. The action here is thick, fast and pretty brainless, but it's a great diversion from other sections where perhaps patience is the key. Big the Cat for example, is right at the other end of the scale. His missions require him to fish in various



locations in an effort to catch his little frog friend. It all sounds rather barmy, and in a way it is; but if it doesn't do anything else, it certainly shows how versatile Sonic Team's design and programming skills are.

There's no need to bang on about how good the graphics are in Sonic Adventure, you all know that it's aesthetically

E-102 GAMMA

The second new character is E-102 GAMMA, a robot designed by Robotnik to aid his attempts in getting all the Chaos Emeralds. At his disposal is a very powerful laser gun that can target and destroy multiple enemies and objects simultaneously. What Robotnik doesn't know, however, is that E-102 has a flaw in his programming that allows him to think for himself.



DON'T LOOK DOWN

Sonic's Speed Highway level is one of the fastest and most aesthetically pleasing in the game. This section sees him whizzing across vertical walls and down them at break-neck speeds. Make sure you avoid the obstacles on the way down. Clear them all and you might be on for a record time giving you another Sonic Emblem to add to your collection.



FINAL BATTLE

The final battle with Chaos in his 'Ultimate' form - even Robotnik can't handle him while he's this powerful. To be able to hurt him you've got to turn Super Sonic and cross as many speed-ups as possible on your way



past road and water to reach him. If you're going fast enough, you can travel up his mammoth neck, into his head and score a hit. Definitely the best boss in the game, and by far the toughest challenge.

PLANE CRAZY

If you've had the pleasure of playing any of the Panzer Dragoon trilogy on the Saturn, Tails' biplane levels are instantly familiar.

Taking place high in the sky, your mission is to shoot down Robotnik's minions and take down his Egg



Carrier space craft. By holding down the fire button you can target multiple enemies and shoot them all down in one go (rather like controlling E-102 GAMMA). This is another great example of the diverse range of gameplay types available, making Sonic Adventure an essential purchase.

Knuckles

Knuckles the Echidna is the Guardian of the Master Emerald which was destroyed by lightning producing the seven Chaos Emeralds. Sonic and Robotnik are fighting over (well, along with everyone else). He must use his wicked array of special moves including flying, digging and climbing vertical walls to retrieve them before they fall into Robotnik's evil clutches.



astounding. Understanding its structure, on the other hand, is the first step towards truly appreciating its worth. The gameplay is divided into two, the first being the 'central hub' of the game where the adventure sections lie. Second are the action stages that branch off of the hub like spokes on a bicycle

THERE'S MORE (ARTIFICIAL) INTELLIGENCE IN SONIC ADVENTURE'S CHAOS THAN IN AN ENTIRE PREMIER LEAGUE FOOTBALL TEAM

wheel. Progress through the game is made by exploring the adventure areas until you have played each of the action stages associated with it. Once this is complete, new adventure sections are made available with a further few action stages attached to it. In all, there are three adventure areas in Sonic Adventure: The first is Station Square, then Mystic Ruins and finally the Egg Carrier (Dr

Robotnik's space ship). Branching off these hub areas there are a total of 11 action stages, 10 of which you first experience while controlling Sonic. All these levels are revisited by each of the remaining five characters, though no character repeats more than three or four of these levels. Even then, the levels

branch off in different directions, revealing sections never seen before.

Of course, no masterpiece of modern technology can be perfect in every respect. Sonic Adventure displays classic



Tails

Miles Tails Powers
is unique to his breed due to his two tails and his ability to fly when he spins them fast enough. In Sonic Adventure Tails is much more than just Sonic's side-kick; he's got his own little adventure that sees him racing Sonic through many of the levels and even taking to the sky in his Biplane for some real arcade-style shooting.



Big the Cat

Big is the first of two all-new characters to enter the Sonic Adventure universe. His missions require him to fish in many of Adventure's watery levels. There are lots of fish on offer that come in various shapes and sizes (the massive hammerhead sharks are particularly tricky to reel in) but his main goal is to catch a frog who has been taken over by one of the Chaos Emeralds Dr Robotnik wants so badly. You'd better help him get his little friend before Robotnik gets his mitts on him.



Amy

This stunning little beauty is Sonic's very own bit of fluff. When she's not fluttering her eyelashes at the main hedgehog, she's chasing after evil Dr Robotnik's henchmen in an attempt to rescue her kidnapped pet bird. She's got a mean set of attacks thanks to the rather large mallet she carries around with her, and you can partake in Sonic Adventure's best mini-game - Hedgehog Hammer. Simply use her hammer to smack Sonic, Tails and Robotnik when they pop their heads up through the floor (well, kind of).



symptoms of a lack of games testing, the main fault being down to the so-called 'intelligent camera'. Most 3D adventure/platform games suffer slightly annoying camera angles, but

played at, you don't get the chance to redirect your character towards your intended target. It's really something that should have been addressed in the game's early stages, with very

small flaws in an otherwise excellent achievement. The level design in later levels is very clever indeed, it's just a shame most of the magic occurs in the latter portion of the

SONIC DISPLAYS CLASSIC SYMPTOMS OF A LACK OF GAMES TESTING

from this I really was expecting something more. Another niggle occurs with some graphics (like rings and power-ups in particular) popping up in the middle distance. Due to the high speed most of the game is

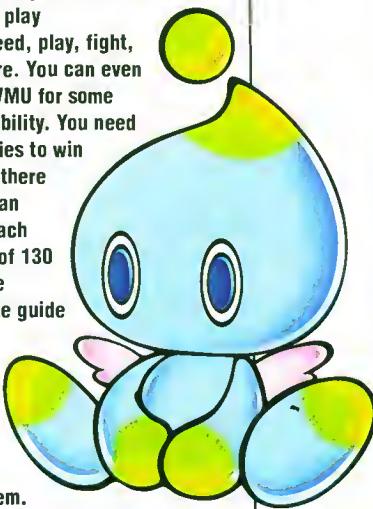
little effort really required. This stands to prove the game isn't by any means perfect; but if this is just a sample of what can be achieved in the future, that's fine with me. At the end of the day, these are criticisms of

game when it would have been better spread throughout. Sonic Team has managed to recreate the Sonic touch that made his earlier exploits so great while not losing anything in the transition to 3D.



chao theory

There's probably more (artificial) intelligence in one of these little cutties than you'd find in your average Premier League football team. They can sing, dance, play instruments, draw, breed, play, fight, mutate, and loads more. You can even plonk them into your VMU for some serious portable playability. You need to build up their abilities to win Chao races, however; there are five in total, with an Emblem on offer for each win (there are a total of 130 to collect in the whole game!). For a complete guide on raising your own Tamagotchi clan of cuddly critters, make sure you get Issue Two of DCM - there's an entire feature devoted to them.



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MONTHLY

Sonic Adventure has set a new standard for the future of platform and adventure gaming. This is a true breath of fresh air, and you'd better believe it!

9



Again, Sega have made sure all Dreamcast owners can create their own in-home arcade experience. Nothing can out-do the arcade stick for use in this game, even though using the pad will suffice.



Written By Christian Slater

VIRTUA FIGHTER 3

It's no surprise that this old war-horse has been shoved into the ring again, but can it hold its honour in the mean arena of a super-duper new console system? It won't be an easy fight...

It came as no surprise that the ever-solid Virtua Fighter game has been re-modelled, with the aid of 128 sparkly new bits, into a Dreamcast slugger that should make the current top fighting dogs (most notably the PlayStation's Tekken 3) look like yesterday's

VF3 sees a brace of the usual suspects from the series making a comeback alongside some fresh brawlers, all of them minus the crinkly bit-mapped edges of the past four years and resplendent in a fresh coat of polygonal paint that obviously

expected elegantly-swinging pigtails and ruffling clothing moving in sympathy to the acrobatics of the characters; while fallen leaves are kicked up at foot level and finely-drawn dust storms whip by on the desert stage.

EVERYTHING FLOWS WITH A LITHE FLUIDITY, INCLUDING THE EXPECTED ELEGANTLY-SWINGING PIGTAILS AND RUFFLING CLOTHING

news. However, as one of the first available titles on the console, it almost inevitably shows signs of last-minute hurriedness and a lack of technical whizz-bangs.

doesn't look too shabby, but still falls short of the average graphical standards of most recent PC games. Everything flows with a lithe fluidity, though, including the

A reassuring degree of care has gone into the close-up detail on the fighters in particular, with finely-stitched embroidery on the more elaborately-decorated outfits, and headgear that can be pleasingly smacked off the head of the victim if they're hit around the chops firmly enough. It still looks a bit computer-gamey, though (if you catch my drift), with a lack of subtlety in the ambient lighting and look of the surroundings that's reminiscent of an extremely smooth-running PlayStation game rather than a brave new level of innovation.



In Virtua Fighter 3th, your VMU can save all the league tables and extra characters won, as well as the Option Screen set-ups.



COMING SOON...

Soul Calibur

This is bound to be the best DC beat-'em-up this millennium. If you flick your way to Page 12 you'll see our full report, and some stunning screenshots as well.



Publisher	Sega	Developer	Sega	Origin	UK	Genre	3D Beat-'em-up
Available	23rd Sept 99	Players	1-2	Price	£39.99	Contact	0181 9953399

TER 3TB

A Lover, Not a Fighter

Thankfully, the previous installments of Virtua Fighter present a sturdy foundation for the gameplay, which bops along at a brisk pace even with a cack-handed novice fumbling at the joypad. The dubious decision on Sega's part to not provide twin pairs of shoulder buttons does handicap the potential for more complex control presses, particularly as the triggers are both used solely to switch viewpoint mid-battle (which is of limited usefulness, quite frankly).

Combos unfold in a logical manner, with

practice makes imperfect

Any videogame black belt will tell you a decent practice mode is vital to hone your nineteen-part combos in comfort. Unfortunately VF3's training gym is a sparse affair, with no facility to customise the CPU dummy's attacks and a meaningless spool of numbers and symbols spooling by endlessly, instead of a dedicated built-in moves list. Drat.



THE OVERALL IMPRESSION IS THAT SEGA HAVE PLAYED IT A TOUCH TOO SAFE

a large number of hidden moves lurking for the endlessly patient or mindlessly fortunate to unearth, with a quick-reacting guard control and a slightly more cumbersome

side-step giving scope to those who like to win through guile as well as grit

(particularly when a nifty dodge can send a high-kicking opponent sailing over your head for an impromptu ring-out). Alas, some niggles do persist, chiefly the baffling inability to quit mid-bout, the

extremely low-tech training mode (see boxout) and the lack of a dedicated story game, with the bog-standard Vs, Normal and Team Battle modes making do. The overall impression is that Sega have played it a touch too safe and not designed to deviate from their trusted templates, in spite of the motivational factor of stretching the legs of their fresh and muscular new gaming platform.

Akira and Kaga put on a spectacular acrobatic show.

Name: Akira Yuki
Country: Japan
Birthday: 1968.9.23
Sex: Male
Blood Type: O
Job: Kung Fu Teacher
Hobby: Kung Fu
Fighting Style: Hakkyoku Ka

Character portraits of Akira Yuki, Kaga, and other fighters.

completely schindler's, mate

By far the most interesting character in VF 3, to both play as and watch, is the pension-claiming Shun Di. He utilises the novel 'Drunken' style of kung-fu, where the practitioner mimics the unpredictable swaying of your classic



inebriate to befuddle an attacker. Notable tactics include unexpectedly falling over, standing on his head for no reason and stumbling about before sitting down cross-legged with his back to the opposition. The embarrassing effectiveness of this style means he won't be reaching for the Kaliber in a hurry.

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Like a Volkswagen, this is reliable but lacks the zip to make it anything other than an adequate journeyman in the grand narrative of beat-'em-up history, and won't win over the Dreamcast's many rabid new converts.

7



We can't wait for the analogue flight stick to arrive over here. Then we'll be able to recreate the true arcade experience.

Written By Christian Slater

INCOMING: HUMAN

Copious collateral damage and fearsome unfriendly fire - the perfect recipe for a Dreamcast blaster? Time to reach for the heavy artillery and find out...

INITIALLY...

Pretty as Anna Kournikova's knicker drawer, Incoming is immediately easy on the retinas. Playability is initially buoyant and undemanding, allowing you to drink in the slinky graphics without too much fuss.

All-out future war is always an interesting event in Videogame Land, and the techno-fetishist battlefield of Incoming is an ideal proving ground for that new and untested secret weapon the Dreamcast. A convenient direct PC port this may be, but the gameplay is raw arcadia and feels far more at home on a roughneck console than a prissy and pricey conventional computer.

The reasons and background for the conflict are unimportant (naturally), with



Take to the skies in a heavily armoured chopper...

at turns desperate and trigger-happy then predatory and surgical. The heart of the game involves following the often hard-to-fathom wireframe 3D compass at the top of the screen which points to your next target or mission waypoint, or scanning the radar for crimson dots representing enemies to blast. The simplified flying controls of the skyborne vehicles also means the actual act of flight is almost worry-free (particularly as your chopper's rotor blades seem especially resilient to being thwacked against a mountain range). Nonetheless, the action is

YOU ALMOST FEEL LIKE SITTING DOWN AND HAVING A PICNIC RATHER THAN STITCHING THE SCENERY WITH LEAD

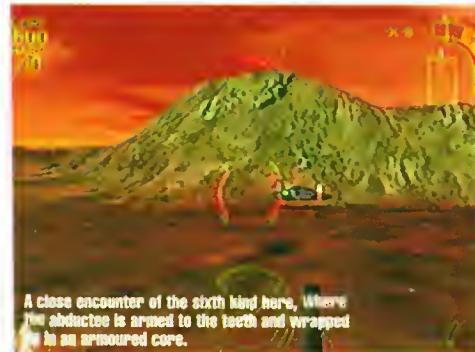
your only concern being to squeeze off innumerable munitions against the enemy, who are monacled in red on your ubiquitous Head-Up Display, while avoiding peppering your blue-ringed comrades and periodically achieving various objectives that aid your side's progress. Unusually, it's a hybrid game that is part dumbed-down flight sim, part shooting game and part ground assault. You instantaneously switch roles at key points, flicking between a waspish attack chopper

pilot, a ground-to-air ack-ack turret gunner and lumbering tank commander. Innumerable bat-like fighters patrol the skies over the rolling valleys where the bulk of the game takes place, at first easy fodder for the auto-tracking machine gun and intelligent homing missiles each vehicle possesses, although the flavour of play is significantly different from the static gun emplacement to the free-roaming hunter aircraft and terrain-sensitive rolling armour,

chunky and attention-seeking, presenting a lush visual spectacle without muddying the waters with pace-deadening moments of chin-stroking thought.

Hey, Good Looking...

And what wondrous visuals they seem to these eyes. From the almost infinitely-detailed hillocks and pebble-dashed open ground through to the elegantly cloud-dappled stratosphere, the environment is so



A close encounter of the sixth kind here. Where the abductee is armed to the teeth and wrapped in an armoured core.



Publisher	Infogrames	Developer	Rage	Origin	Japan	Genre	Shoot-'em-up
Available	23 September 1999	Players	1-2	Price	£39.99	Contact	0161 8278000

MY LAST BATTLE



picturesque you almost feel like sitting down and having a picnic rather than stitching the scenery with lead. The power of the DC's polygon-smoothing gubbins really comes into its own, particularly when the action hots up in a flurry of explosions and fire-fights. Tracer fire arcs from your spitting cannons and SAMs leave wicked trails of exhaust gas as they zip about the heavens, seeking out a hapless target, while the explosions take into account a victim's speed and momentum to calculate ultra-realistic debris splashes. It's very aesthetically rewarding to turn yet another matt-black death machine into a spiralling greasy smear, and it helps to conceal the fact that this is essentially a meat-'n'-

It takes a detonation of millions

If there's one element that makes Incoming stand up and be counted, it's the explosions. On land, mid-air or just at frighteningly-close range, they turn even the most merciless of



deaths into a work of art, a death blossom of fire and fragment that has you whooping like a Yankee.



potatoes shoot-'em-up dressed in frills of polygonal excellence. The only blots on the landscape are occasional bouts of surprise slowdown and a few rough animations (particularly of collapsing structures, which break down in jerky steps when they explode) and a nagging suspicion that, other than the expected cosmetic changes in surroundings and enemies, it may not have much under its belt to offer the determined and gameplay-hungry punter.



two can play that game

Grudge-holders will be pleased that Incoming has a handy split-screen head-to-head duel option tucked away in its menus, allowing you to pitch two aircraft of any type (similar or not) against one another over a landscape of your choosing. Ever fancied putting an A-10 Tankbuster against a ruddy great flying saucer? Now's yer chance, sunshine. It's limited but enjoyable, much like the kind of girl that hangs out along Poole quay.



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16-BIT TECHNOLOGY • ONLINE GAMING

With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming is a cheery bimbo who's so pretty you can't help but love her. A real must for flight simulation fans.

8



Although the analogue pad is sufficient to ensure a pleasurable drive, the steering wheel does add an extra touch of realism. The official Dreamcast wheel is one of the best we've road tested but it is down to personal preference.

Written By Claire Webster

SEGA RALLY CH

Sega Rally is one of the most well known driving games in console history, so especially for the launch of the Dreamcast, what more could we possibly want than to be treated to the sequel?

Remember the good old days? Sitting in front of the Sega Saturn playing the very first Sega Rally Championship. Life was fulfilling, carefree and exuberant. But hold on to your frilly knickers people, because our Japanese friends have been on the case again, only this time,

they've taken the same winning components; and added the Dreamcast!

Recreating the arcade experience is something Sega have concentrated on with many of their new titles; particularly for the launch. Of course, with this version there's no sitting inside a model car with thumpin' bass pounding through

the seat's speakers, but if you can get your hands on a Dreamcast steering wheel you're half-way there.

There are the odd one or two similarities to the first Sega Rally, namely some of the cars are still there, and if you look closely enough, some of the tracks look quite familiar. But that's where it ends; okay, so

PSX vs dreamcast

You don't need me to point out how superior the graphics are on the Dreamcast compared to the PlayStation. These two screenshots, taken from V-Rally 2 and Sega Rally 2 illustrate how much smoother, crisper and more detailed the Dreamcast allows a game's graphics to be.



THE PHYSICS ARE CLOSE TO PERFECT



How annoying. The checkpoint was literally only a few inches away...

In Sega Rally 2, the VMU enables you to both save your car settings and your progress throughout the game.

COMING SOON...

MS-R

A city-based racing game with beautifully animated cars and impressive graphics. It's still in its early stages, but for a more detailed look turn to page 30.



SEGA RALLY 2

Publisher	Sega	Developer	Sega	Origin	UK	Genre	Driving
Available	23rd Sept 99	Players	1-16	Price	£39.99	Contact	0181 9953399

CHAMPIONSHIP 2

INITIALLY...

Sega Rally's renowned for being one of the best driving games in the arcades and you can see why in the first five minutes of playing it. It looks stunning, plays well and is one of the first games you will be able to play online.

cones hotline

Just in case you didn't notice, there's a hidden bonus stage lurking in the Riviera stage. To get to it you have to be in Arcade Mode, either in the Championship or Practice race. Whilst pootling around the track, look out for the final 90-degree turn, which is just before the final straight. As you come out of the turn there should be two red cones at the side of the road. Knock both of them down then turn your car around and head back the way you came for a short distance. You should hear two beeping noises which mean the hidden section has been opened. An entrance to the right of you should have appeared; drive through and you enter the special points stage, where you need to knock down as many cones as you can. The green and gold-coloured ones give you extra points.

Unfortunately, doing this bonus stage makes no difference whatsoever to the game; it's just for fun!



some of the cars are the same, but in Sega Rally 2 there are a lot more to choose from. Also, unlike the first game, there's a few more tracks available as well; more about those later.

No matter how much we may deny it, the main thing we're going to be watching out for is the graphics; as soon as you push the Power Button, there you are, waiting patiently, pad in hand. Then there it is, the title screen fades to black, you quickly sift your way through all the options screens and behold... everything you expected to see: clean, crisp graphics.

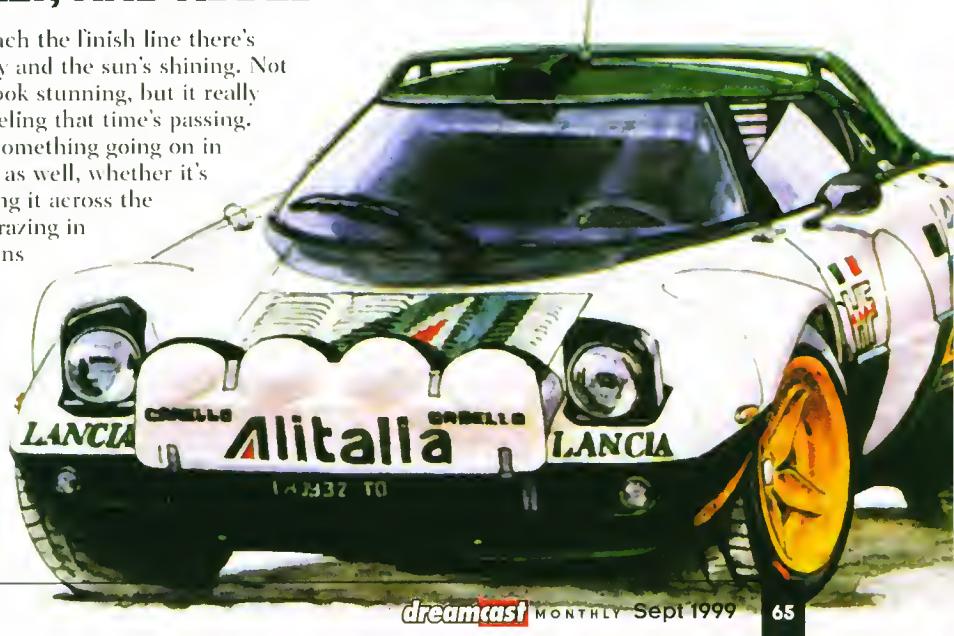
One of the most effective graphical

features are the skylines. They have to be seen to be believed, but on one of the desert tracks, you begin the race at twilight and by

SEGA HAVE TAKEN THE WINNING' SEGA RALLY; AND ADDED THE DREAMCAST!

the time you reach the finish line there's brilliant blue sky and the sun's shining. Not only does this look stunning, but it really gives you the feeling that time's passing. There's always something going on in the background as well, whether it's an ostrich legging it across the track, giraffes grazing in the field that runs alongside, or members of the crowd playing chicken with the oncoming rally cars.

There are five different types of tracks:





Muddy, Snowy, Mountain, Isle and Riviera, so you can expect a pleasant mixture of off- and on-road driving. Each different type of track has three variations, ranging from pretty darn easy to painstakingly hard. Then on top of all that, you've got the various kinds of weather conditions; you know the sort of thing. There are 16 variations in total, plus a few bonus ones to find if you complete certain modes in first position.

Peugeot 306, but when the Championship started to become pretty tough, I decided to go with a faster car; namely the Lancier Stratos. Whatever car you finally decide to run with, you're given the option of tweaking it quite extensively. The tyres, steering, brakes, front and rear suspension, transmission and the gear ratio are all accounted for but your choices should alter depending on which track you're about to race on.

YOU HAVE TO LOVE SEGA RALLY 2, IT JUST WOULDN'T BE 'THE DONE THING' NOT TO

As I mentioned earlier, there are a lot more cars to choose from in Sega Rally 2. You begin with nine, and as you progress you find that if you finish in pole position in Championship Mode over the ten years, more cars are unlocked. For instance, if you finish first in the first year you unlock a rather nice Impreza 555.

Choosing the right car is really down to personal preference, I began using the

Down To Business

But enough about the trivialities; the most important thing here is how the game actually plays. The car physics are pretty close to perfect, and the way your car drives really does depend on the road surface you're on. When you're on a snowy surface, it's realistically like driving on a very slippery road, so you have to compensate for this and use all the usual skills you would need

fighting for first

Whichever year you're on, you always begin at a disadvantage in 16th place, so to reach 1st over four tracks is quite an accomplishment. Here are a few pointers to get you started...

Stage 1: Muddy

Length: 3.2km

Undulation: 60m

Laps: 1



This stage is a bit of a mixed bag. The track is made up of many different surfaces; tarmac, gravel, dry mud and normal mud (whatever that is). As it's the first course of the entire championship, it's one of the easier ones. Not too many

tight bends to negotiate, so you can concentrate on getting to top speed and overtaking as many other drivers as possible. To reach first place in any year of the championship, it's recommended you move up four places each stage.

Stage 2: Isle

Length: 3.88km

Undulation: 23m

Laps: 1



The tarmac tracks are by far the easiest as they allow you to build up speed and there's little chance of the car sliding too much, so if you're behind in the rankings, now would be the time to make

up some places. The Isle tracks are quick; there's the odd tight bend thrown in for good measure, but nothing too 'hairy' to worry about.

Stage 3: Snowy

Length: 3.12km

Undulation: 42m

Laps: 1



It's definitely possible to slide almost the entire length of the snowy tracks. Make sure you've got the correct tyres before you start the race. Nearly all of these tracks are made up of bends and when you do pass another driver, you notice they look like they're travelling very

slowly. Take no notice of them and just go for it. You might end up on the ledges at the sides of the tracks, but they don't slow you down too much.

Stage 4: Riviera

Length: 1.60km

Undulation: 4m

Laps: 2



This is the shortest track in the entire championship. There are two pretty nasty hairpin bends at either end, so be careful, otherwise for most of the track you can afford to put your foot down. It's raining heavily and you're also driving at night, but to be honest, this makes little difference.



if it were a real-life situation. If you're driving in the desert or on a muddy track, you can literally see the particle accumulation appearing on your car.

There are three different modes of play: Arcade, Ten-Year Championship and Time Attack. Championship Mode does take a long time to complete and if you run out of time on one of the stages, you have to return to the beginning of that particular year and start all over again. So if you don't improve on your lap times, you might find yourself becoming so frustrated you're tempted to chuck the whole thing in. This is really the only fault with Sega Rally 2.



top-notch transformation

You could play a good game of Spot the Difference between the first and second Sega Rally. For starters, there were only a measly two cars to choose from in the original plus one bonus car (now that's what you call a bonus), whereas there's nine here, not forgetting the extra bonus cars; of which there are at least ten. There are only three types of tracks in the first Sega Rally compared to five in this one, so that too increases the longevity of the game. Then, of course, there's the graphics. If you thought comparing the PSX to the Dreamcast was amazing enough, just look at these shots!



BEHOLD...EVERYTHING YOU EXPECTED TO SEE; CLEAN, CRISP GRAPHICS

Game Over

However, if you're not playing online, the game's lifespan shortens considerably when you turn your attentions to Arcade Mode. There are basically two levels of difficulty here, namely Easy and Hard. If you choose the Easy option, you complete the mode first time. Whereas if you choose the harder difficulty level, winning seems impossible. It is, however, only a matter of time until you've had a little practice and you complete Arcade Mode altogether. Which only leaves Time Attack and well, that just gets monotonous after a while.

If you want my advice, invite your best pals over for a few bevvies and have a go at



multiplayer, or even connect to the Internet and play, thus increasing the game's lifespan. If you opt to do either of these, you can race against your opponents over three or five laps. Or you can go for a time-lag, which means if the players behind you are more than a certain number of seconds behind; they lose.

What makes this game is that it's a classic. I don't know anybody who hasn't heard of Sega Rally, even if they've never



actually played it. And on that basis, it can't fail. It's a great improvement on the first Sega Rally we all know and still love, so again, how can this possibly fail? I think the time will come when if you have a Dreamcast and don't have a copy of Sega Rally 2, you'll be some kind of outcast; you have to love it, it just wouldn't be 'the done thing' not to.

Peripherals



One of *Expendable*'s redeeming features is its two-player co-operative mode. So get your pads out people because the multiplayer action is as good as this game gets.

Written By Claire Webster

THE MILLENNIUM SOLDIER: *EXPENDABLE*

Take a highly trained soldier, add generous servings of weaponry with just a touch of alien activity. Serve straight out of the CD case onto the world's fastest, and greatest home console; then sit back and taste the delight that is *Millennium Soldier: Expendable*.

The VMU serves two purposes in this game. Firstly, it saves high scores; and secondly, once you've completed a level you can save your progress.

COMING SOON...

Carrier

A dangerous life form has been discovered on a remote Pacific island and it's infiltrated a military ship. You and your military unit are sent in to rescue the situation and exterminate all these creatures. The principle is almost the same as *Expendable*'s, and the graphics look spankin'.



MILLENNIUM SOLDIER: EXPENDABLE

Publisher	Infogrames	Developer	Rage	Origin	UK	Genre	Shoot-'em-up
Available	23rd September 1999	Players	1-2	Price	£39.99	Contact	0161 8278000

INITIALLY...

After the first five minutes you're thinking: 'this is pretty cool'. Then suddenly you find yourself simply holding down the fire button and running around like a man possessed. The words 'repetitive' and 'mindless' spring to mind.



The first game that sprung to mind when I begin playing *Expendable* was *Apocalypse* on the PSX. A diddy Bruce Willis in his standard white vest, running wildly in and out of areas shooting whoever crosses his path. *Expendable* looks much the same, only we're not blessed with Brucey baby. In this game you play as a soldier who is only referred to as an 'expendable unit'. It is of no significance if you get killed; you're a disposable commodity, and you have no emotions or

interests other than the thrill of the hunt and the glory of the kill.

Well that's jolly. I suppose it fits in just fine with the rest of the plot; oops, sorry, there is no plot. You're on a mercy mission, though, where you must save the human race from a heap of predatory aliens, and that's not too cheery is it?

'So what?' I hear you ask. Maybe I just prefer games that usually involve some sort of deep and meaningful idea rather than just mindless killing.

So, if that's your kind of genre,

What the developers say

We wanted to know what top developer Daniel Mutray thought was the best bit of the game... "For me it's the way you can slam the CD in the drive and get into some serious blasting without wading through enormous manuals and reams of text. It's for when you want that

adrenaline rush buzzing through your veins".

Expendable keeps you happy; after all, Rage's main aim was to recreate the classic, highly addictive arcade shoot-'em-ups of yesteryear; and in that objective, they've succeeded.

The action starts as it means to go on. From the word 'go' you're faced with an onslaught of alien fire and explosions which you must skillfully avoid and return in order to complete your given mission.

There are 20 of these missions in total.

THERE'S NOTHING LIKE AN EXTREME CLOSE-UP OF AN ENEMY HAVING ITS HEAD BLOWN AWAY



Clear a path through the aliens by strafing and firing your weapons...

Look out for Rage's secret advertisements...



Stop Press

We've just heard that *Expendable* will in fact have a first-person mode when it's released. However, you can only access it using a cheat. Infogrames have kindly disclosed the code to us, so we can pass it on to you. Now you can play the game to its full potential.

First-Person Perspective

Enter the following into your browser:

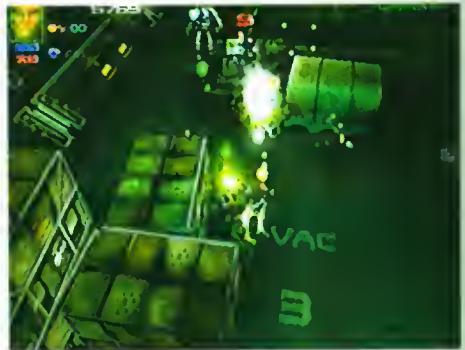
Epilog

Enjoy.

Enjoy:-



The first puts you at the beginning of your learning curve to ease you in gently: wipe out the alien advance party and locate the subway entrance; easy-peasey! Then your learning curve takes a turn for the worse; more targets are unleashed and your environment grows, making your life rather difficult to sustain. As well as the usual missions, there are four additional bonus levels, which extends this game's longevity no end.



because of the Dreamcast's power (but let's face it, how many times have we said that exact same thing this issue?).

However, if you ask me, the graphics in Expendable aren't very awe-inspiring.

Its similarity with *Apocalypse* can't be ignored. The action looks as though it's going on miles away from you. The soldier you're controlling is a mere speck on the screen. You can't see his face, what his gun looks like or

FROM THE WORD 'GO' YOU'RE FACED WITH AN ONSLAUGHT ON ALIEN ENEMY FIRE AND EXPLOSIONS

In keeping with the arcade feel that Rage wanted to portray, you have 'credits' rather than your usual health bar. You get five of these credits and when you first start playing your continues soon deplete, and you've only just reached the second level!

Rage says that their inspiration for Expendable came from old-style arcade games such as Ikari Warriors and Commando, with the variety and surprises of Contra. The only difference, though, is the graphics have been vastly improved



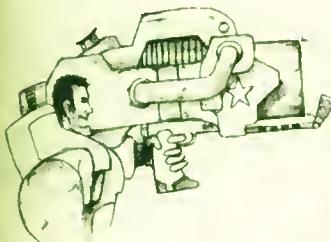
how close he is to an alien without squinting; this game should come with free glasses. It's also a shame that you can't see the aliens and all the other monsters either. There's nothing like an extreme close-up of an enemy having its head blown away. The only kind of graphical representation of any bloodshed are small chunks of red colour spilling somewhere in the corner of the screen.

Rage wanted to make a move away from the Quake-style, first-person perspective which as we all know, has turned out to be one of the most popular genres on PC format. Instead, they wanted it to have a cinematic feel, to create the feeling you were a character in Aliens or something. They've only half succeeded. If you think about



The original concept?

We got our hands on what can only be concept sketches for *Expendable*. They do make for interesting viewing, though. Apparently, it looks like this game was supposed to be quite comical. Don't believe me? See for yourselves...

**A**

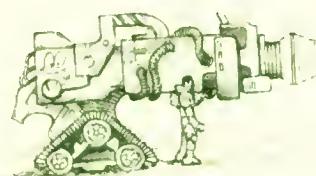
A: As you can see from exhibit A, the original idea was to have a dashing young hero with a big shooter. Those aliens would stand no chance.

B: We know exactly what the developer was thinking from this sketch. But can anyone tell me what water looks like when it 'wobbles'? If

**B**

you buy this, keep a look out for any wibbling water then send your answers in on a postcard.

C: Doh! I wish this weapon could have fitted in a crate. Then I could have really shown those aliens who's boss!

**C**

it hard enough it does slightly resemble a movie, but they've sacrificed so much more as a consequence.

The controls are simple enough; one button to fire and the trigger buttons enable you to strafe this way and that so you can make multiple killings. It's quite difficult to

high-score table to rate yourself against the pros. The points you clock up during the game are awarded for the type of enemy you shot, plus bonuses that are left if you blow up the odd crate or ten thousand.

Oh, and did I forget to mention the time limit? You've got one of those as well, and it's

RAGE'S MAIN AIM WAS TO RECREATE THE CLASSIC, HIGHLY ADDICTIVE ARCADE SHOOT-'EM-UPS OF YESTERYEAR; AND IN THAT OBJECTIVE, THEY'VE SUCCEEDED

aim, though, when you only have your initial weapon to defend yourself with. It's probably just me, but you can't fire straight; so you have to keep moving around and hoping that you're hitting something. Maybe if we could see the action a little closer up we might be able to tell what we're shooting at?

At the end of a level, you're shown a

only a couple of minutes in total. Although, if you blow up some more crates you might find a time extension (a subtle clue).

As for the graphics, well, it's all very dark. Most of the environments are black and green. Or just greyish colours. Your soldier won't have to worry about sunburn either, because it's nearly always raining.

Its most impressive feature is two-player mode, when a guy who looks like your twin brother decides to lend a hand in order to keep the world from alien invasion. The game becomes far easier with two of you playing and the bonus is you can't accidentally kill each other; those credits should last for hours, then!

Millennium Soldier: *Expendable* serves as

Gore Galore

There's a multitude of primary and secondary weapons at your disposal, and they really do add a touch of class to this game. You've got your bog-standard flamethrower (to cause some serious fire damage), along with a napalm gun, lasers, grenades and homing missiles and the bigger the beauty, the better. Some of the aliens are easier to kill than others, so get the big babies out for when you come across heavily-armoured creatures and bosses.



Using your laser pointer helps save ammo and to shoot accurately.

good stress release. I think that's what shoot-'em-ups were invented for, and it's useful to be able to save your progress each time you've completed a level. Only problem with that is, if you've only got your last credit left when you finish a stage, when it saves, you're only left with that small amount of health when you load your last game. Trust me when I say you don't last very long, first aid kit or not!

Overall, though, Infogrames' first DC shoot-'em-up will no doubt do well. Gamers are probably already familiar with the PC version, so most of us already know about it. Although it's not the kind of game you would constantly come back to, day after day, *Expendable* does have some redeeming qualities; especially in multiplayer.

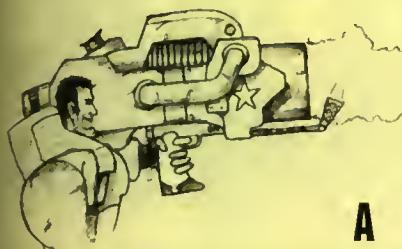
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8

dreamcast
16-BIT TECHNOLOGY • ONLINE GAMING
MONTHLY

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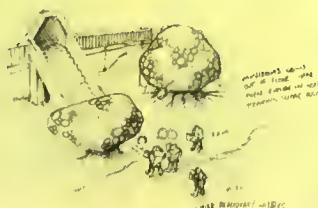
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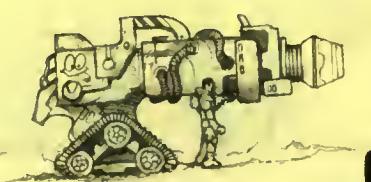
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8



Dip dip sky blue, which one not the pad. You must be crazy if you think the pad is the best controller for Power Stone. If not, you obviously don't like arcades very much.

Written By Christian Slater

POWER STONE

Gather your N64 and PlayStation-owning mates around you, for this game is sure to make them green around the gills and no messin'...

Being journo scum, we at DCM have, of course, had access to a Dreamcast for quite a while now, and in that period there's only been a single game that has won unequivocal praise from our oh-so-fussy brethren. That game is Power Stone (naturally), a hunk o' burnin' arcade madness that's at turns terribly fresh yet still reminiscent of all the hest wham-bam coinops of yore. Taking the terribly

INITIALLY...

It's a joy to play straight out of the box, thanks to the clear-cut controls and tidy control responses. You're instantly impressed with the visuals, cut from a classic mould but embellished with yummy 128-bit icing

tuned predilection for jumping to invariably great heights. Sudden spectacular bodily transmutations and unfeasibly large-calibre weapons are let off at point blank range.

You pick one of eight spring-heeled combatants who go toe to toe across the usual cosmopolitan set of arenas, each one an enclosed isometric killing ground with

IF YOU ONLY GET ONE DREAMCAST GAME THIS AUTUMN, GET THIS BABY

unfashionable form of a single-screen one-on-one slugfest is a brave first step towards the elusive beacon of originality, but the razor-edged gameplay and simple-yet-effective action makes the game stand out through fine design and execution. The objective is simplicity itself, being a lateral take on the beat-'em-up but with a Manga-

many a raised section and cover-providing cul-de-sac. Objects can either be shoved or hurled at a protagonist too. Alongside improvised weapons, each fighter has a triple battery of aggressive techniques that can be called on, either a traditional mix of foot and fist power in their standard forms or a far more deadly set of



projectile attacks enabled when you snatch up a total of three gems that periodically materialise about the terrain. These jewels (which give the game its name, natch) can be beaten out of an assailant or grabbed through cunning tactical play.

High levels of interactivity means the charmingly-themed fighting venues are a veritable adventure playground for the violently inclined. Treasure chests contain a plethora of intelligently-aiming offensive instruments, including handguns,



In Power Stone, your VMU saves any extra bonus characters you may have earned, ranking tables and any options you may have tweaked.

At the point of transformation we're granted a nice extreme close-up of the character's mystic throes. Here's Galuda after his change into a kind of mechanised Native American war god. Best not to spill his pint, methinks.



flamethrowers and bazookas, plus a brace of bludgeoning crowbars, slashing blades and best of all, Tom and Jerry-style mallets that squash the hapless victim flatter than Kate Moss's chest. There's a constant dilemma during the mad scramble between tooling oneself up or plumping for the empowering baubles, with only decisive action either way proving successful.

POWER STONE IS SUPERBLY REALISED AND INVARIABLY PLEASING TO THE EYEBALLS

Stone Immaculate

There's nothing technically new in the visual makeup of Power Stone, but what's there is superbly realised and invariably pleasing to the eyeballs. The costumes each fighter wears are superb examples of intricate construction and subtle design, despite the fact that for 90% of the time everything is moving in a blur.

The backgrounds are, at turns, quaint (the English pub courtyard) or dangerous (the industrial ante room with exhaust vents, whirring fans and a treadmill which ends in a charming spiked crushing wheel), all covered in lovingly unnecessary detail and lavish but subtle lighting. This provides a worthy backdrop to the outrageous and

satisfying array of extravagant powers that get hurled about the place with gay abandon. Anyone who has a soft spot for anime will feel right at home. You face

Publisher	Capcom	Developer	In-house	Origin	Japan	Genre	3D Fighting
Available	23rd Sept 99	Players	1-2	Price	£39.99	Contact	00 408 7740500



COMING SOON...

Soul Calibur

Yes, we know we keep harping on about this game but it really does look as though it will be a biggie. For a closer look on what Soul Calibur has to offer flick to page 12...



Belligerent Bunch

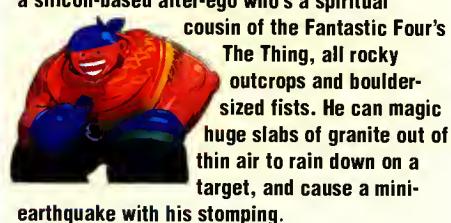
As you can imagine, the characters in Power Stone are a whacked-out bunch of aggro weirdos. These are the pick of the combative crop.

Fokker

He's every inch the Englishman is Fokker, despite a surname more at home in the Luftwaffe. An honest pair of leather-gloved dukes and bulldog spirit help make this brawler the best of British, but get his dander up and he transforms into an armoured Ultraman-style robo-ninja, replete with a battering arsenal of air-to-ground missiles and kamikaze dive-bomb attacks. Tally ho!

Gunrock

This rotund chap is a touch sluggish around the arena thanks to his impressive bulk, but balances this with painfully powerful blows and a silicon-based alter-ego who's a spiritual cousin of the Fantastic Four's



The Thing, all rocky outcrops and boulder-sized fists. He can magic huge slabs of granite out of thin air to rain down on a target, and cause a mini-earthquake with his stomping.

Jack

This creepy bandaged refugee from Silent Hill scuttles across the floor like a crab and loves to go for a slash. His powered-up form is even weirder, a kind of metallic insectivore cyborg that whisks its blade arms like rotors for short periods of hovering flight. Beware the claws of this snickering fella, especially in the hands of the CPU.

Rouge

Top of the toty ladder, this desert chick uses her mystical powers to great effect, summoning fire-spitting demons and convenient magic carpets at will. Asking her to give your magic lamp a rub and then 'Open Sesame' would not be a good idea.

swarms of homing missiles, bolts of plasma and sudden avalanches to name but a few. Even the most extreme are carefully measured in respect to the gameplay, though, and it's in this sense that the Power Stone is truly at its strongest, being meticulously balanced so no one aspect or feature is more important or effective than the next, with cleverness always winning out over button bashing.

If you only get one Dreamcast game this Autumn (an all-too-likely prospect) get this baby, my friend...



Undeniably a top trump, Power Stone is probably the first Dreamcast game owners of less powerful consoles will drool over. Intense and satisfying, its only real drawback is that it requires coin-op levels of concentration that can leave you burned out after only half an hour.

stick to your guns

This wouldn't be a full-on arcade-style shoot-'em-up without the compulsory light gun and of course THOTD 2 has one all of its own. It's down to the player to

decide how it's configured and any alterations you want to make can be done through the options menu in the game. The gun also has directional buttons and a

Written By Claire Webster

THE HOUSE OF

In THOTD2 your VMU saves all your altered options and during play also displays the game's logo. It also displays the game's logo during play.



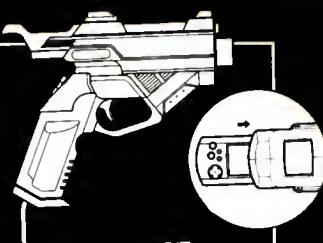
Peripherals



The light gun is by far the best and most fun to use in The House of the Dead 2. It creates that arcade experience down to a tee, and accurate shooting soon becomes second nature!

We hope you're not squeamish, as you're about to see rotten internal organs, headless zombies, severed limbs, plenty of blood and innocent people get brutally murdered; The House Of The Dead 2 has simply got it all....

convenient slot for the VMS and Puru Puru Pack. When you have to reload, just point the gun away from the television screen and pull the trigger; just as you would in the arcade.



Publisher	Sega	Developer	Sega	Origin	UK	Genre	Shoot-'em-up
Available	October 1999	Players	1-2	Price	£39.99	Contact	0181 9953399

THE DEAD 2

INITIALLY...

There's nothing better than a good long spate of mindless killing for the soul. And that's exactly what you get if you play Sega's The House Of The Dead 2. Is it better than the arcade version? Yes and no. Right from the start you're in the thick of the action, but don't get too settled; the entire world is depending on you.

Sega was producing arcade games back in the days when we were only a glint in our parents' eyes; well, most of us anyway. So, as you can imagine, if you take a trip down to your nearest Sega World after you've read this review, you'll see some pretty amazing games. It just so happens that I took a trip down there myself the other evening, as I wanted to get a good idea of how the arcade version

of The House of The Dead 2 played and whether it's better than what the Dreamcast has to offer.

Surprise, surprise, my verdict is they're pretty equal. Graphically, you can't make any distinctions between them, other than if you go to the arcade you'll be playing on



is this the end?

There are three different endings to The House of the Dead 2 and how well you do determines which one you get. But be warned, you're going to need a lot of practice and a few continues before you get to see them all!



THERE'S JUST NO ESCAPING THOTD 2'S GRAPHICS AND ADDICTIVE GAMEPLAY

a larger screen (that is unless you've got a huge television set). It also depends on which cabinet you decide to play, as on some you get to sit down while you play

and the background music is deafening. And of



course, you'll have no choice but to use the light gun.

On With The Show

The storyline to The House of The Dead 2 isn't exactly in-depth, but then who wants compelling plots when you've got so many nasty zombies and carnivorous cadavers to kill? All you need to know is that there's a new evil inventor called Goldman, and he's picked up where the mad scientist, Dr.

Curian left off in 'The House of the Dead'. He's creating yet more zombies in an attempt to put an end to mankind.

You play either just one or two AMS agents (depending on whether you're playing one or two-player) called Gary and James, whose responsibility it is to take out all the bad guys and get to Goldman in time to save the world.

It's important before you start 'The House of

COMING SOON...

Take The Bullet

Red Lemon Studios are certainly building up the excitement surrounding this fast-action shooting game and with the ability to play it online, let's hope they won't keep us on tenterhooks too long.





corny one-liners



"Hail to the King baby"-Cornyn One-liner from Army Of Darkness

The acting in *The House Of The Dead 2* is dire to say the least. The innocent people are by far the worst. The undead might be hideous, but at least they wouldn't say cheesy lines like these:

"Ahhhhh! I don't wanna die!" - Hard luck chump, it's impossible to save you!
"Don't come. Don't come...go away!" - Doesn't really leave anything to the imagination does it?

"What's wrong with this city?" - What do you think mate?

"My friends went inside. They're not back yet. I told them not to go!" - Gee, you really do have some stupid friends.

"Thank you for rescuing me." - That's alright matey! Hey, what happened to my life-up?

When you save an innocent, they often thank you with a life-up...



the Dead 2, to alter such options as the number of continues and lives you have, as well as the button configuration on your controller (no... that's not cheating). There are various difficulty settings, the usual really, but it's best to start on the Very Easy level, at least until you get used to where the enemies spring from; whether it be from

IF YOU DON'T GET THIS YOU'RE MISSING OUT ON WHAT PROMISES TO BE ONE OF THE BEST DREAMCAST GAMES THIS YEAR

under the ground, off the top of bridges or from under water.

The House of the Dead 2 has a lot of unique intricacies, you're not going to get very far if you're one of those people who likes to be trigger-happy and kill every living thing that jumps in front of you. A major part of the gameplay is to save as many innocent people as you can. If you shoot them, intentionally or otherwise, you'll lose a life, whereas if you save them, you may receive an extra life or they might direct you onto a different route.

Which brings me swiftly onto my next point. There are many different routes you can take, if you manage to save all of the innocent civilians and shoot the various hidden objects, you'll be taken the most direct route, otherwise you'll be directed all over the place; which ultimately means more enemies to deal with.

The Undead

Your targets come in many different shapes and forms, ranging from evil frogs who suck

your face when they get too close, to fat, ugly, bald monsters who throw barrels at you unless you shoot them first. And that's only two of them, I haven't yet told you about the flying evil bats and owls and the zombies who carry various weapons such as axes and knives, some even take aim with their internal organs; we're talking gruesome!

And let's not forget the bosses. This is where the game becomes a lot harder. Each chapter has an end-of-level boss, with the one exception of Chapter Five, which has three (goodie). Each boss has a weak point;



no use nor ornament

Meet Amy and Harry. They're two other AMS agents that are also on the case or not as it turns out. They have to be the two most useless special agents you'll ever come across. During the game you're constantly informed that they're on their way to back you up, when in fact it usually ends up with you having to rescue them.



The House of the Dead series has come a long way since it was bought out on such home consoles as the Saturn. The graphics are the most obvious difference of course, if you peruse these Saturn shots and then look at what the Dreamcast has to offer you can get a good idea of how far graphical capabilities have come on during the last decade. And it's not only the graphics that have dramatically altered; there's a lot more to THOTD 2's gameplay; more routes for your AMS agents to take, bigger, scarier zombies to destroy and various different endings. There's even word on the grapevine that there will soon be a third installment; so be sure to watch this space.



which you are kindly shown just before your battle commences. It may be that you have to shoot one in the head, another one in the heart or even the mouth. Wherever the weak point is, you have to be extremely accurate and you must keep shooting until you either run out of continues, or their energy bar at the top of the screen has completely dissipated.

Arcade is by far the best mode in The House of the Dead 2, however, there are another three to experience. Firstly, there's Original Mode, which is almost the same as Arcade only you have a predetermined number of lives and continues. As you can guess, this does make the game considerably more difficult, even though everything appears exactly the same. However, if you think Original Mode is far from easy, then give Training a go. It sounds completely off the wall, I know, but it's actually a lot harder than any other mode; which is unusual as training modes



when they arrive in the game. You only have a single credit to beat them with and it's also timed so you can see how your accuracy is developing. Again, this part of the game is painstakingly difficult for a first-timer, but I can see its advantages.



ENEMIES RANGE FROM EVIL FROGS WHO SUCK YOUR FACE, TO FAT, UGLY, BALD MONSTERS WHO THROW BARRELS AT YOU

are normally included to give you a helping hand. You're meant to shoot the undead before they kill an innocent, but this involves some pretty fast and accurate shooting, you tend to learn the art of accuracy more when you're playing in Arcade Mode.

Boss Mode however, is pretty useful for developing your skills and preparing you for

Bad Acting

There are the odd one or two infuriating elements to this game. Firstly (but least importantly), the acting is dire; no, awful, no, embarrassing. Luckily, the undead don't say a lot, but the innocents and the AMS agents say the most terrible one-liners I have ever heard; it screams cheese! However, that minor irritation can be forgiven; I suppose. The other unavoidable issue I have with THOTD2 is the way you have to repeat the game from its beginning when you get killed. Yes, I know; that's just the way the game is, it is an arcade conversion after all. The thing is, if we're honest about it, if

you repeat the game any more than five times in one sitting, it does become a little tiresome.

But there's just no escaping from The House of the Dead 2's gorgeous graphics and addictive gameplay. One thing you will no doubt notice, is you get a lot further if there are two of you playing, as even though there's supposed to be a few less enemies to kill, you're still grossly out-numbered. Those of us who have played the arcade version will surely give this a try on the Dreamcast. If you don't, you'll be missing out on what promises to be one of the best games on the Dreamcast this year.



dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING

The House of the Dead 2 is an arcade conversion which involves you playing the part of secret agents. Shooting zombies through the head has never been so much fun and with stunning graphics to boot; you can't go wrong.

8



Although there aren't many steering wheels available for the Dreamcast yet, the official DC wheel does a grand job. It takes a while to get used to driving with the wheel, especially in Simulation Mode, but practice makes perfect.

Written By Claire Webster

MONACO GRAND RACING SIMULATOR

With racing simulation games such as Formula 1 World Championship waiting on the back burner, Ubi Soft are going to have to pull something magic out of the bag...

Players can save several kinds of files onto their VMU: championship, configurations, the list of player names and of course, ghosts that players can exchange with.



COMING SOON...

FORMULA 1 WORLD CHAMPIONSHIP

Video systems have got themselves the first DC official F1 licence, so Ubi Soft have already got their work cut out. Turn to Page 43 to find out more.

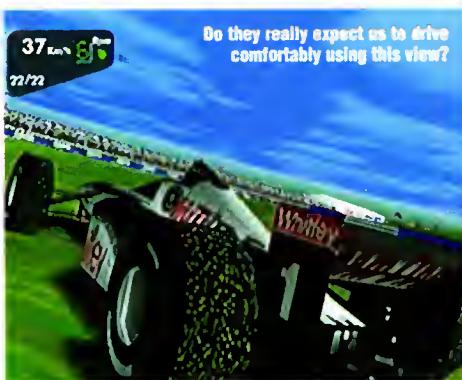


MONACO GRAND PRIX: RACING SIMULATION 2

Publisher	Ubi Soft	Developer	Ubi Soft	Origin	Japan	Genre	Racing
Available	Out Now	Players	1-2	Price	£40.00	Contact	(0181) 9449000

INITIALLY...

Considering the attention to detail we've seen already from Dreamcast games, this title looks pretty lifeless from the beginning. The backgrounds are dull and I haven't got close to even tenth-place yet; this isn't going well...



placing in the top three.

It didn't make a difference whether I was in Arcade Mode or Simulation Mode either, they both had their good and bad points. For the hardcore racing sim fan, Simulation Mode would keep them amused for months. The ears react realistically to your commands and when you play using the in-car view it definitely gives the feeling you're at flat-out top speed. If you saunter off the track by mistake and end up driving on the grass, sand or gravel, your ear slows down almost to a crawl and the steering becomes particularly sensitive. You won't find



A shot from the Japanese title's intro sequence.



Monaco Grand Prix: Racing Simulation 2 has already been met with open arms by PC gamers as well as those with a PlayStation. Ubi Soft then thought what a splendid idea it would be to take advantage of the Dreamcast's superior specifications and release the same title over in Japan, then over here.

We managed to come across an import version of the game to bring you a good idea of what to expect at its launch.

However, I'm afraid to say I wasn't overly impressed. It wasn't through lack of trying to like it, though. I spent about two entire days playing the four different game modes: Single Race, Championship, Custom and Time Attack, but I didn't get anywhere near

anything quite so realistic playing in Arcade Mode, though. If you break the rules, you won't end up with multiple warnings for starters, and no matter how hard you try, driving off the track won't slow you down. You wouldn't be wrong in thinking that

Arcade Mode is easier, considering that nothing can make you take your foot off the accelerator (apart from a certain French town's hair-pin bends). The other racers' artificial intelligences must therefore be off the chart, as never do you get to see an



IT GIVES ANY OFFICIAL LICENSED GP TITLE A RUN FOR ITS MONEY

There's an all-new intro sequence for the UK version; take a look...



opponent's bumper again after you've completed your first lap!

Of course, one thing Monaco GP 2

short-changed by an F1-type race that hasn't got all the famous names. You can pick one you think likely, but my money's on them

THE GAMEPLAY HAS DRAMATICALLY ALTERED IN THE UK VERSION

hasn't got (apart from a short name), is an official licence. This, then, could go one of two ways for Ubi Soft; they could either have a really successful game because they could plough more money into the game's quality, rather than its appearance. Or, it could fail miserably due to gamers feeling

not doing too badly, as having famous teams and cars doesn't necessarily qualify you for the Dreamcast game charts' top ten.

Everything in this game is so closely related to the real F1 Grand Prix that you wouldn't be blamed for thinking it did have the licence. There are 17 different tracks

top tracks

There are 17 tracks in Monaco GP 2. Here are just a few you can expect to see:



Spain

4726km

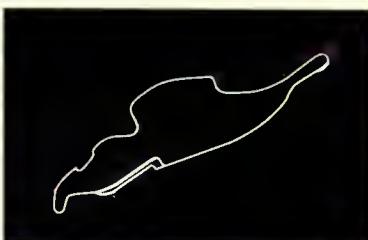
This is the coolest track. It's got tight corners, quick curves, straights and overtaking areas.



Canada

4421km

This is probably the worst of all of them as you simply come out of one bend straight into another. It's important your car responds well to sudden changes of direction.



Great Britain

5140km

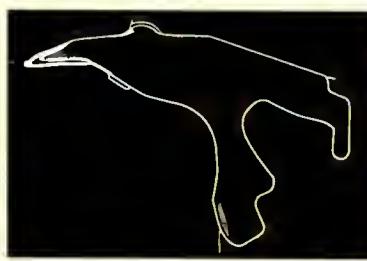
One of the fastest tracks you can drive on, our track has a lot of high-speed curves, which are always tricky to handle.



France

4250km

There are five straights on this circuit. This means the emphasis is on top speed rather than trying to gain a tenth of a second in the bends.



Italy

5770km

This is another fast track, with lots of straights making it an easy drive. There's one hairpin bend approximately half way around the course.



Monaco

3366km

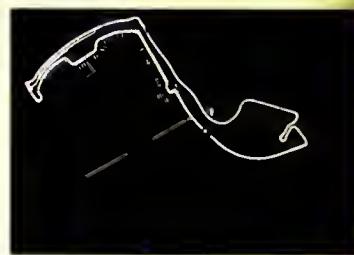
This urban circuit is the most famous. Driving around Monte Carlo's city streets can be very demanding, both on the car and the driver's concentration.



Belgium

6974km

This is the season's best track as it demands the best driving skills. The hairpin after the start often causes crashes.



Germany

6823km

This course has three chicanes, one fast and two slow. The rest of the circuit is a succession of straight stretches with a very impressive-looking finish.



which bear an uncanny resemblance to the real thing, as well as 11 teams with the chance of choosing from two different drivers for each (this is nothing like a real-life simulation). There aren't any familiar names or cars and for some reason, someone decided not to include any interesting backgrounds.

And that's the other unforgivable point I wanted to bring up. The view from the driver's perspective is dull and boring. Just tarmac, a

drive some of the first bangers ever seen on the race tracks around English countryside just trying to make the old beast go that little bit faster.

Although the scenery leaves a lot to

track who can see nothing but sky.

Perhaps I'm being a little harsh, as there are the odd one or two finer points to this game. There's a retro-style racing sim thrown into the package as well, where you can

THE SCENERY LEAVES A LOT TO BE DESIRED

smidgen of grass and a big, blue sky. No people cheering at the side-lines or helicopters flying over head. Most of the time you're sick to the back teeth of being the only slow ass on the

vast improvements

As you can see from these screenshots, the Dreamcast version of Monaco GP outshines the PlayStation graphically, solely because of the DC's capabilities. The way the menu screens look have completely changed as well, there's simply no contest.

MONACO GRAND PRIX:
RACING SIMULATION 2

MONACO GRAND PRIX:
RACING SIMULATION 2
98M/H

be desired, the cars themselves look stunning and what's actually out the window while you're driving does fly past smoothly. Lovely rendered images of a driver with his helmet occupy the loading screens, and the menu screens are just as arty-farty.

Ubi Soft have already said the game will undergo a massive face lift when it's released in the UK. We even went to gay Paris to see how it was progressing and were suitably impressed. The fact of the matter is, when it reaches our shop shelves, people will be dashing in to buy a copy anyway, as it's already established itself on various formats. The graphics are smooth, the gameplay's spot-on and with all the extra promised add-ons it will still give any officially-licensed GP title a run for its money.

A time for change

The same Ubi Soft team that developed this Japanese version is also working on the UK title, and they've been working their cotton socks off for months now perfecting it. They must have agreed with my point that the backgrounds in Monaco GP are lifeless. So to avoid any unhappy customers they've included new landscapes that are three times bigger and more detailed. Not only that, there's now multi-texturing both on the road and the grass, plus realistic, subtle shadows on roads and especially the buildings.

The team also feels the game could do with a little more atmosphere too. So now there are more enhanced in-game sounds as well as brand-new music. The introduction sequence has altered especially to build anticipation and tension (though quite how it works I don't know). Most importantly, of course, the gameplay has dramatically altered. There's a new garage menu, with car characteristics that change with the set up modifications. There are new camera angles and checkpoints in Arcade Mode plus the replays look lush.

Finally, in Multiplayer Challenge Mode, there's an improved 'Catch-up' option allowing beginners to race just behind the more accomplished players. Basically, our version will be ten times better than Japan's; heh, heh!

dreamcast
MONTHLY

Monaco GP: Racing Simulation 2 has got a lot going for it. The graphics could be improved, and will be for the UK release. But don't you eager beavers who are waiting for the European console get too impatient; the UK title will be winging its way over here with the Dreamcast.

7

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Namco's Tekken-beater slashed open

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Written By Claire Webster
claire@quaynet.co.uk

One of the Dreamcast's most unique features, is its capability to get you surfing the world-wide-web. A whole new cyber-world can be explored now, not just for those who own PCs, but for every single Dreamcast owner-globally!

WWW.ONLINE

The Dreamcast has frequently been referred to as a PC in a box and it's not hard to see why. Sega is the very first global electronics company to become an Internet Service Provider (ISP), so now they can stand amongst the big fish such as AOL or even Freeserve. What makes the whole deal such a splendid package is that it costs us gamers absolutely nowt; other than when we're actually surfing, which will cost the same as a local rate phone call. Including a modem in the Dreamcast's hardware is not just a mere gimmick...oh no sir. If gamers are to take their games as seriously as hoped, the Internet service will become an integral part of their gaming activities.

The hard facts

Since the very first surfer took to the world-wide-web's waves, the Internet has grown to infinite proportions. Okay, so there's been some bad press here and there and goodness knows how businesses ever managed to get by without the famous 'electronic mail' (?). There's a whole world bursting with knowledge and the amount of people taking advantage runs into phenomenally high proportions. If you're looking for scientific fact (well almost) then the Interactive Digital Software Association (IDSA) says that online gaming is expected to surge to 26.8 million users by 2002. Not only do they say that, 55.4% of gamers in an IDSA study said the ability to play games with multiple users is extremely important.

A whole new world

The possibilities are endless with the Dreamcast's Internet capabilities. Of course, the most important feature is the ability to play multiplayer games online, and from the looks of it, there's going to be plenty to choose from.

Sonic Adventure fans can get connected and swap their Chaos with other gamers and save them onto their VMU.

We'll also be able to witness constantly streaming information such as NFL scores



scrolling across the screen in football games, as well as high scores and ranking tables. Gaming has never been so realistic.

Sega will regularly be sending e-mails to users which give details about new games, hints, cheats and mounds of other information to keep the novelty value going.

As well as all this, there's chat rooms, bulletin boards and if you get bored (somehow), you can always have a go at playing some of the 'mini' board, puzzle and card games that are available.

It's an experience that opens up a whole world of interactive entertainment. No longer is gaming something that you do in the privacy of your own home, late at night, just you and the TV. It's the beginning of a new fashion in gaming.

The modem

The Dreamcast comes equipped with a 33.6K modem and rumour has it that we'll eventually be able to upgrade it to one that's considerably faster. This is important as well as being good news, as it's vital to keep up with Internet standards.

Best bookmarks

When you find a really cool site, it's always useful to bookmark it so you can go straight to it in the future. Just to get you going, here are four of the best sites concerning the Dreamcast (see above).

Nimble fingers

You can surf the web in style by using the official Dreamcast keyboard. It's going to cost £19.99 when it reaches our shores. It features all the keys and bits and bobs you would normally find on any keyboard as well as some hidden extras such as short cut keys designed specifically to make using

the system's software easier to navigate, so we won't have to be constantly typing 'www' or 'eomm'.

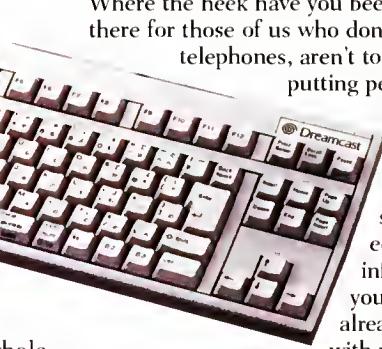
Cyber post

Surely everyone must know what electronic mail is by now. What do you mean you don't? Where the heck have you been? Basically, it's there for those of us who don't like

telephones, aren't too flash at putting pen to paper or for those of us who like a quick, easy way of letting someone know certain information. All you need is what is already provided with your Dreamcast

and a phone line. Next, you have to go to your email application, write a new message and tell it to 'send'. Your mail will be sent to a post office of sorts where it then gets sent on to the recipient. It is possible to have a conversation via email in real-time if you and your mates are online at the same time. But then you could always go to Sega's chat room.

Every issue, we'll be giving you all the top info on the Dreamcast's Internet games and which sites are hot as well as those that are not. There will be regular updates on what Sega's up to online and what they've got in store for us as the Dreamcast takes off over here. In the meantime though, drop us an e-mail and keep an eye of Sega's official web page for extra info...



SEGA 2000

www.sega2000.com

If you want to add to your bookmark collection, then this is the site where you can stock up. It's basically just one huge links fest.



SEGA Europe

www.sega.com

If you only want the official word on the Dreamcast, then this is where you should head for. There's tonnes of news stories and general information on the Dreamcast's hardware and new games.



Dreamfiles

www.dreamfiles.com

This site is the ultimate source for your Dreamcast saves and VMS games. We took a look at what saved games were there, just some of them included Aero Dancing, Sega Rally 2 and The House Of The Dead 2.





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UK DREAMCAST GAMES

Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.

Expected for release on Dreamcast launch day:

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Buggy Heat	£33.99	r.r.p £39.99
Cool Boarders	£33.99	r.r.p £39.99
Dynamite Cop 2	£33.99	r.r.p £39.99
Echo the Dolphin	£33.99	r.r.p £39.99
Formula 1 Racing	£33.99	r.r.p £39.99
House of the Dead 2	£33.99	r.r.p £39.99
Incoming	£33.99	r.r.p £39.99
Metropolis Street Racer	£33.99	r.r.p £39.99
Millennium Soldier	£33.99	r.r.p £39.99
Monaco GP Sim 2	£33.99	r.r.p £39.99
NBA 2000	£33.99	r.r.p £39.99
Pen Pen	£33.99	r.r.p £39.99
Powerstone	£33.99	r.r.p £39.99
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Sega Bass Fishing	£33.99	r.r.p £39.99
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Speed Devils	£33.99	r.r.p £39.99
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UEFA Striker	£33.99	r.r.p £39.99
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All the games below are expected to be available prior to Christmas this year. Ring or visit our web site at www.gameplay.com for a more up to date schedule.

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Cue Ball	£ CHEAPEST	r.r.p £39.99
Hydro-Thunder	£ CHEAPEST	r.r.p £39.99
Marvel vs Capcom	£ CHEAPEST	r.r.p £39.99
Mortal Kombat Gold	£ CHEAPEST	r.r.p £39.99
NFL 'QBC 2000'	£ CHEAPEST	r.r.p £39.99
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TrickStyle	£ CHEAPEST	r.r.p £39.99
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DCM(9)

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On import

Have you ever seen an import game and thought: "What on earth possesses the Japanese to produce such titles?" We've sifted through our collection and picked a handful that would leave any gamer with an ounce of common sense baffled. Games like **Godzilla**, **Pop 'n' Music** and **Evolution** leave you dumbfounded as to what the attraction is; perhaps us Brits require more stimulation to keep us entertained. Personally, we reckon these titles don't stand a chance over here; but don't take our word for it, check them out yourselves...



Godzilla Generations

Remember the cartoon? And it wasn't Godzilla himself you loved, was it? Oh no, it was Gadzooki. The cutesy-looking lizard that could only just manage a puff of smoke to ward off any nasty enemies.

The only thing I wanted to know when I loaded up the game was whether I would see him, and lo and behold, there he was.

This is truly a weird game, in the full sense of the word. It's just like taking part in one of the Godzilla movies or cartoons. Basically, the goal of the game is utter destruction. Pick Mecha Godzilla or Godzilla himself when you begin the game and completely obliterate as many cities as possible, including Tokyo, Yokohama and Fukuoka (pardon?). The graphics are basic in comparison to Sonic, and after the total destruction of one city, the rest became a chore. What a disappointment.

Tetris 4D

Someone's always going to buy Tetris, whatever the format. I reckon this will be just as popular on the Dreamcast as it still is on the Gameboy. Only, no-one's quite sure why it's not in 4D; what do things look like in 4D anyway? Maybe it means four player? Once you start playing this game, whether you're playing on your own or against three other people, you're going to be in front of the TV for hours. It's too addictive. There are different difficulty levels and three modes of play, all of which eventually send your head spinning and your eyes all blurry. It's an old chestnut, but you have to love it.



Evolution

Oh my God! Someone's turned my Dreamcast into a PlayStation. This is a nightmare! I've only ever seen an RPG this awful on the PSX. Are we truly expected to suffer this with games such as Shenmue setting the pace? It's all Japanese gobbledegook; you spend at least 15 minutes scrolling through mindless pieces of text looking for a piece of the action. And when you do find it (yes, there is some somewhere), it takes the form of the old run-of-the-mill-battle scenes with amateurish special effects. There's a lack of detail in the backgrounds and the plot's been lost somewhere. Maybe all the traditional RPG fans could add it to their 'classics' collection.

Pop 'n' Music

We've really been spoilt with games like Parappa the Rappa and Um Jammer Lammy on the PSX. Pop 'n' Music is from the same strand of genre, though it has to be said, it's nowhere near as much fun. You create music by playing nine buttons in time with the music, sounds easy, but don't be fooled. There's not enough there to keep you occupied for very long, no storyline or interesting characters to hear about. Once you get used to the controls, you can play against a friend to see who comes up with the best tune. If you ask me, though, your time's best spent either down the local play park with a can of Stella or scouring around Sega Park for a possible love interest (no-one does that kinda thing do they?).



Giant Gram

This is Sega's sequel to All Japan Professional Wrestling featuring Virtua, but this time the wrestlers are joined by their ninja friend, Kage Maru, who I thought looked strangely out of place in a game such as this. The button sequences are uncannily like those found in Virtua Fighter and they produce the same kind of moves, such as the infamous Giant Swing throw. Every character can easily string together combos of several hits, but their movement looks stunted to say the least. It's entertaining to watch if nothing else, but will it give WWF Attitude a run for its money?

Dynamite Deka 2

This is definitely the best of the bunch. These kind of scrolling shoot-strike-beat-'em-up games never lose their touch. Dynamite Deka 2 is a tad cheesy, though. And it has to be one of the shortest games of all time. There's a one-player or multiplayer mode which are basically the same, only the one has more bad guys to kill.

The President's daughter has been kidnapped by a bunch of nasty blokes on a ship and you have to rescue her from their evil clutches. You can pick up objects in your immediate environment and throw them at the enemy, or steal their guns to eradicate them with multiple bullet wounds to the head; smashin'. Although the fun's short-lived, it's worth it nonetheless. But with all these shoot-'em-up arcade conversions on their way, you're best advised to bide your time.



cheat code central

• IMPORT SPECIAL • IMPORT SPECIAL

HOUSE OF THE DEAD 2

All Items

To get all items in Original Mode finish the Training Mode with a 'five red star' difficulty on each of the training stages.

Bonus Cats

Shoot any cats you see and they'll lead you to a hidden bonus. Once you've found the bonus, just shoot it, and it's yours.

Bonus Room

The only way to get the bonus room is to complete the game without killing any innocents.

Faster Shooting with the DreamCast Joystick

Put one finger on the A button and another finger on the B button then press them both rapidly together.

Napalm Gun

You'll need three precise head-shots on the first three zombies of stage one. If accurate a new gun will. Shoot it and the new weapon is yours.



Unlimited Credit (Original Mode)

The Unlimited Credit can (sometimes) be found inside the van to the left on Stage five after defeating the Hierophant. It's blocked by two vans and some zombies. The one-shot bullet is inside the elevator on Stage six.



POW



KING OF FIGHTERS DREAM MATCH '99



Alternate Characters

Highlight one of the following characters and press **X** **Y** **A** or **B** (while holding start) to select a different version of the character. The following are available:

Kyo, Terry, Andy, Joe, Ryo, Robert, Yuri, Mai, Yashiro, Shermie, Chris, Billy & Rugal.

Play as Orochi Team

Press START on Chris or Yashiro or Shermie.

Play as Rugal B

Complete the game once and go to character select screen and press START at Rugal.



Clean Pause Screen

Pause the game (START) and press **X** + **Y** simultaneously. The 'Pause' message will disappear.

AERO DANCING: FEATURING BLUE IMPULSE

Bonus Options

Enter TASCAS as your name and select the "Special" choice at the options menu to gain the "HUD", "Cockpit", and "Player Assist" options.

Earn New Aircraft

Complete these missions to get the new planes:

Blue Impulse Mission 10	T-4
Blue Impulse Mission 15	T-2
Blue Impulse Mission 20	F-86F
Sky Mission Attack 1	F-4EJ
Sky Mission Attack 2	F-1
Sky Mission Attack 3	F-15DJ
Sky Mission Attack 4	Gray F-4EJ
Sky Mission Attack 5	F-2 (F-16)

Exhibition Mode

You'll need to complete all twenty Blue Impulse Missions. The exhibition mode includes new moves that weren't available before.

Five or Six Jet Formation

Finish Sky Mission Attack 1-8. You can now fly a five or six jet formation in free flight mode.

Fly a Dolphin

Complete Missions 1-7 of the Sky Mission Attack. The 8th level mission attack will be unlocked. Beat the 8th mission to get use of a flying Flipper that can be flown in Free-flight and sky mission attack.



BLUE STINGER

200 Hassy Drinks

Complete the game and start from the save file to gain 200 Hassy Drinks (100 small and 100 large). You should have no problems now as you're basically invincible. You also get to spend any spare money from the last game.

Bank Card Passcodes

Get some extra cash by defrauding the Bank Of Kimra (opposite Rat's Place).

Bank Card	Passcode	Amount
Eliot's	3532	\$20
Kimra	1008	\$4000
Yucatan	1861	\$5700
Bermud	1394	\$6000

Bonus Images

Put the game disc into a PC and open the folder called 'Omake'. You can now view images of the characters, sound files and game artwork.

Heat-Seeking Laser Gun

Complete the game twice and start from the save file.

Infinite Ammo

Complete the game three times to receive infinite ammo.

Lab Card Passcodes

Enter "0513" as the passcode.



ER STONE

Alternate Colours

Hit 'B' instead of 'A' when selecting a character.

Bonus VMS Games

Beat the game five, six and seven times. The 3 VMS games are Fokker's Plane Chase, Ayome's Ninja Star Throwing and Gunrock's Slots.

Dual Virtual Battle Mode

Complete the game with Valgas to unlock his ending and the Dual Virtual Battle mode. It's a Split Screen VS mode that uses the Virtua Battle system.

Moveable Camera

When you win use the following to move the camera around;



BYTE SIZE

PSYCHIC FORCE 2012

Bonus Images
Put the game into a PC and check in the Root Directory. There's some bitmap files to take a look at.

GET BASS

Bonus Falls Level
To open up "Falls" in Arcade Mode finish the last 2 tournaments in Consumer Mode.

Bonus Palace Level
To open up "Palace" in Arcade Mode finish the first 2 tournaments in Consumer mode.

Extra Practice Levels
Complete the game once in arcade mode to unlock three new levels in Practice Mode.

Select Lure Color
In Consumer Mode press \downarrow or \uparrow to change the color of your lure. This can help in catching fish.

BUGGY HEAT

New Buggy
Complete the Expert Season with a 1st place to get a new Dune Buggy called 'Beetlebug', which unfortunately is fast, but not adjustable.

SUPER SPEED RACING

Super Speed Mode
Complete Championship Mode to unlock Super Speed Mode. This mode allows you to corner at very high speeds against five other cars.

BYTE SIZE

MARVEL VS. CAPCOM



Alternate Ryu

Do the following with a level 1 super-meter to get different styles of Ryu.

Evil Ryu

Half-circle back + Fierce Punch

Ryu as Ken

Half-circle back + Medium Punch

Play as Evil Zangief

Choose Zangief. Do a 1/2 circle back + quick kick. When he flashes he'll become his evil form.

Play as Gold WarMachine

At the character select screen, move the cursor to Zangief, then press \leftarrow
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 \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow . A Golden version of WarMachine should appear above Zangief.

Play as Hyper Venom

To play as hyper venom. Put the cursor on Chun-li and press: \Rightarrow \downarrow \downarrow \downarrow
 \downarrow \uparrow \uparrow \uparrow \uparrow \uparrow
 \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow
 \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow .

Press kick to get ice blue venom and punch for blood red venom.

Sentinel as Special Partner

Simultaneously press Medium Punch, Medium Kick and Hard Punch after choosing your tag team.

Swap Starting Character

Hold all three punch buttons at the Vs. screen to change who starts the match.

GODZILLA GENERATIONS

Bonus Monsters

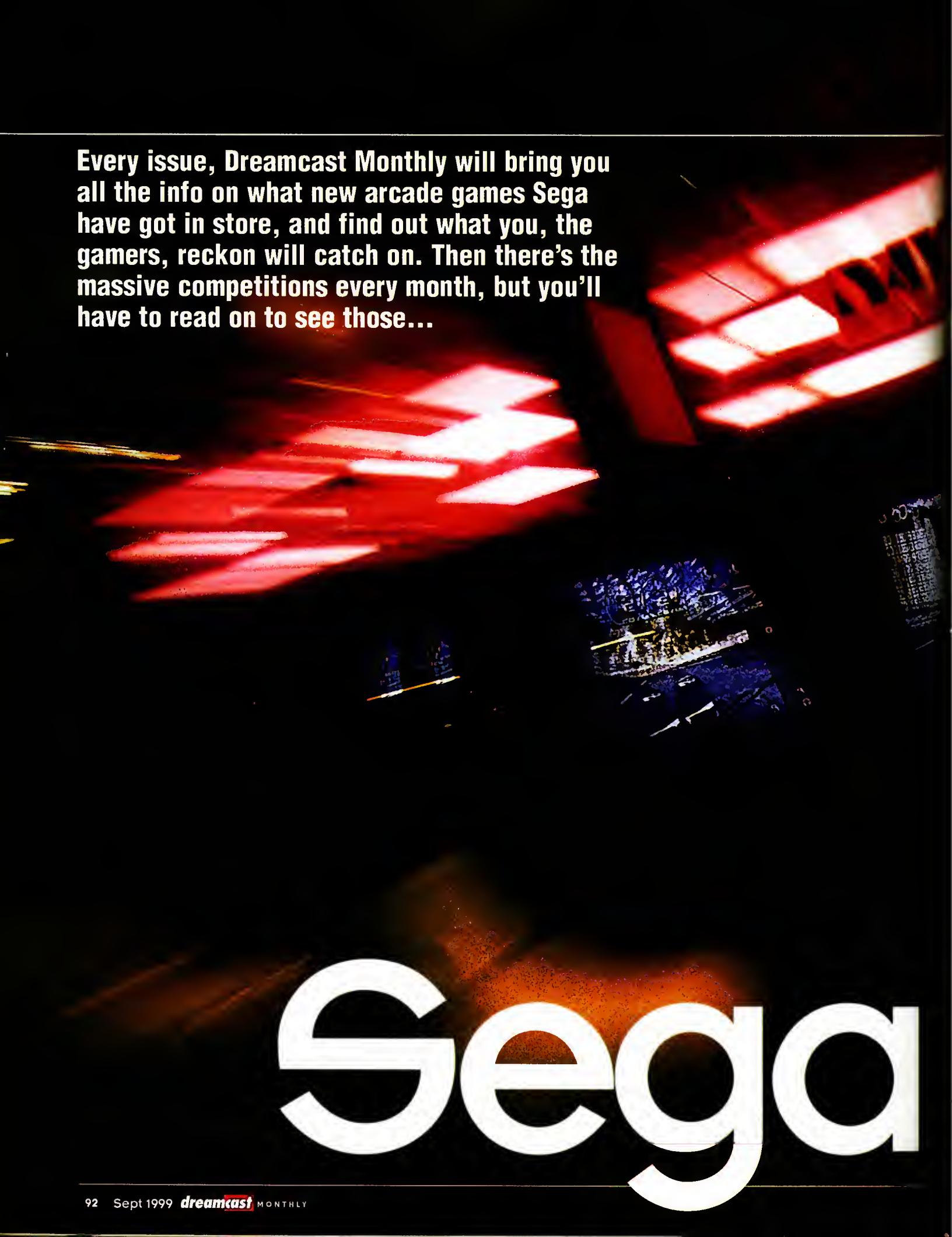
You can access these hidden monsters by taking these monsters all the way through Tokyo's three stages.

Godzilla 1st
Godzilla USA
Minilla
Dr. Serizawa

Beat the game as Godzilla
Beat the game as Godzilla 1st
Beat the game as Godzilla USA
Beat the game as Minilla



Every issue, Dreamcast Monthly will bring you all the info on what new arcade games Sega have got in store, and find out what you, the gamers, reckon will catch on. Then there's the massive competitions every month, but you'll have to read on to see those...



Sega



There's a good chance the games you find in Sega Park will eventually appear on the Dreamcast. And with a prospect such as this, how can we afford not to take a trip to Bournemouth to check out the latest coin-ops? We managed to have a bash at Zombie Zone (a House of the Dead relative), Crazy Taxi, Get Bass and any other game that looked like it would make a cool arcade conversion for the Dreamcast. Then, after a little mingling with

the customers, we made our way back to the office tired and forlorn from our hard day's game playing...

PARK



Only too happy to help

Sega Park employs quite a few staff to watch over the shenanigans that occur during the day. Whether it's gamers who want to get change, or complainers who say a game has gyped them out of a few hundred credits. So we wanted to know exactly what it's like to be an arcade employee, Steven Gillan (17) was only too happy to oblige.

DCM: What's your favourite game at Sega Park at the mo?

Steven: Crazy Taxi. It's like all the other driving games you'll find but you have to stop and pick customers up, it's a really cool game.

DCM: Will you buy a Dreamcast?

Steven: Oh yes, I'll be getting Sega Rally 2, Sonic

Adventure and House of the Dead 2. Sega Rally 2 is so much better on the Dreamcast than it is here in the arcade.

DCM: Do you get to play the games?

Steve: Yes, usually before my shift when the managers are around. Me and Stuart, he also works here, have got a mini-tournament going on Daytona 2. There's no wager on it yet but I reckon there could be. I usually beat him!

DCM: Do you know of any games you might be getting here soon?

Steve: Ferrari F355, that looks like a very, very good game. We had it here a few weeks ago for testing. I reckon it's going to be really popular.

DCM: Cheers mate!

Steve: No probs!

The man in the know about Sega Park is Area Manager, James Mitton. He's in charge of many of them in and around the London area. There are around 15 Sega Parks (and Worlds) in the UK alone. We collared him during his coffee break to ask him for some insider information.

So, do you play games much then?

James: I used to love playing the various arcade machines and games at home, but due to managerial commitments I have less time to dedicate to games. Although, the recent introduction of Crazy Taxi to Sega Park has changed things a little - it's really good!

How do you think the Dreamcast will fare in the console market?

James: Due to Sega's intended long term marketing campaigns, I think the public will be swayed away from the aging 32-bit market and embrace the new technology Dreamcast offers. Groundbreaking games like Soul Calibur, Shen

Mue and Virtua Striker 2000 will have such an impact on the video games market that I think Sega can't go wrong.

Are you proud of the fact that Sega Park Bournemouth is a test centre?

James: I am proud in the fact that we play an important part in testing future arcade releases. It's good to get feedback from the public, and create awareness about new games. This will be heightened with the release of Dreamcast as many of our best arcade games will be ported to Sega's new format creating more awareness still.

What games are you most looking forward to?

James: I'm really looking forward to getting Ferrari F355 in for testing. I think the public are going to be really impressed with Sega's new driving simulation. It has a three screen wrap-around display and Sega are promising other innovative features, but they're keeping most of it a secret at the moment.

People Talk

Some Sega Park goers are there for the games (obviously), but the odd one or two really are 'goers' in the true sense of the word (well, kind of). We checked out the action to find out whether people were there to do some serious gaming, or whether they were merely checking out the totty.

Robert (16)

DCM: So what game are you playing?

Rob: Daytona USA 2

DCM: What do you think, any good?

Rob: Yes. The graphics are good, and the vibrating (oover-Ed).

DCM: Are you going to get a Dreamcast?

Rob: Maybe. I heard about it in magazines and from the E3 expo.

DCM: What's your favourite type of game?

Rob: Beat-'em-ups like Tekken 3.

DCM: Have you seen anyone you like the looks of here?

Rob: No (shrugging of the shoulders).

Francesca & Helen (16)

DCM: What game are you playing?

F & H: Time Crisis II.

DCM: Do you like it?

F & H: Yeah, it's good. There's lots of action, the graphics are good and it's fun to play.

DCM: Have you heard of the Dreamcast?

F & H: Yes, but we don't think we're going to get one.

DCM: What else have you been playing today?

F & H: Racing Jam and Ocean Hunter.

DCM: Seen any blokes?

F & H: Ay?



David (13)

DCM: So what game are you playing?

David: Sega Bass Fishing

DCM: Has it got

you hooked?

David: The graphics are quite good, but if you're a beginner or you haven't played it before it's a bit complicated. It's a good idea though.

DCM: Are you going to buy a Dreamcast?

David: Maybe, probably. I'll get House of the Dead 2 if I do buy one.

DCM: What type of games do you normally play?

David: I like shoot-'em-ups and beat-'em-ups like the Tekkens.

DCM: Have you noticed any gorgeous girlies here?

David: Not really.



Benjamin (24)

DCM: What are you playing?

Ben: Star Wars Trilogy, the flight simulator.

DCM: Do you need to

use the force?

Ben: No, but you need good hand-eye coordination.

DCM: What type of games do you usually play?

Ben: Beat-'em-ups and driving games, mostly.

DCM: Are you going to buy a Dreamcast?

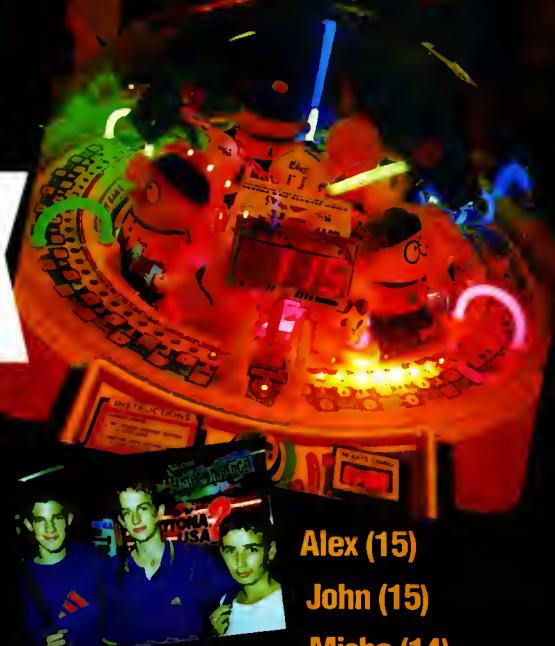
Ben: Never heard of it, but now you've told me about it I may buy one.

DCM: If you could pick any game out of Sega World to go onto the Dreamcast, what would it be?

Ben: Maybe after a few more goes, Star Wars Trilogy and maybe Sega Rally 2 as well.

DCM: Any totty?

Ben: I'm with my girlfriend, thanks very much.



Alex (15)

John (15)

Misha (14)

DCM: What are you playing?

The lads: Daytona USA 2

DCM: Does it kick ass?

The lads: It's okay, not bad. The graphics are pretty good.

DCM: Are you going to buy a Dreamcast?

The lads: Yes, we've played it and we like it.

DCM: What other games have you been playing?

The lads: Crazy Taxi, Marvel Vs Capcom and the House of the Dead 2.

DCM: What types of games do you all

usually like playing?

The lads: Shoot-'em-ups and beat-'em-ups.

Laura (15)

Bryony (15)

DCM: What game are you playing?



L & B: Sega Rally 2

DCM: Any good?

L & B: Yes, it's hard to control though, but the moving seats are quite cool.

DCM: Are you going to buy a Dreamcast?

L & B: No, never heard of it.

DCM: What other games have you been playing?

L & B: We haven't.

DCM: Why not?

L & B: We come to look at the boys.

DCM: Have you seen anyone you fancy?

L & B: Not yet, but I've (Laura) been out with someone who I met here before (giggles).

DCM: Is there any point in asking you what games you like them?

L & B: The electric chair that was here a while ago and Air Hockey as well.

So our suspicions were confirmed. Some visitors do actually come to Sega Park to pull. We knew it!

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!COMPETITION!

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Unfortunately, only one lucky winner can get this fab prize, and our question's pretty tough!

What we want you to do is write in with a cool idea for a Dreamcast game. It can be about absolutely anything you want, serious or not. Think carefully about what the

DC is capable of graphically, and how you could use the VMU. That's enough clues, so get your thinking caps on and send your entries to the following address:

I've Got A Cool Idea Competition
Dreamcast Monthly Magazine
Quay Magazine Publishing
22 Strand Street
Poole
Dorset BH15 1SB

Your ideas must reach us by the 30th September and the winning entry will be printed in issue 3.

Don't forget, if you want to send us a letter about anything Dreamcast, whether it's a niggling question about the console's hardware or just a good old moan about something: we're the people to tell. The best letters will be printed in next month's mag.

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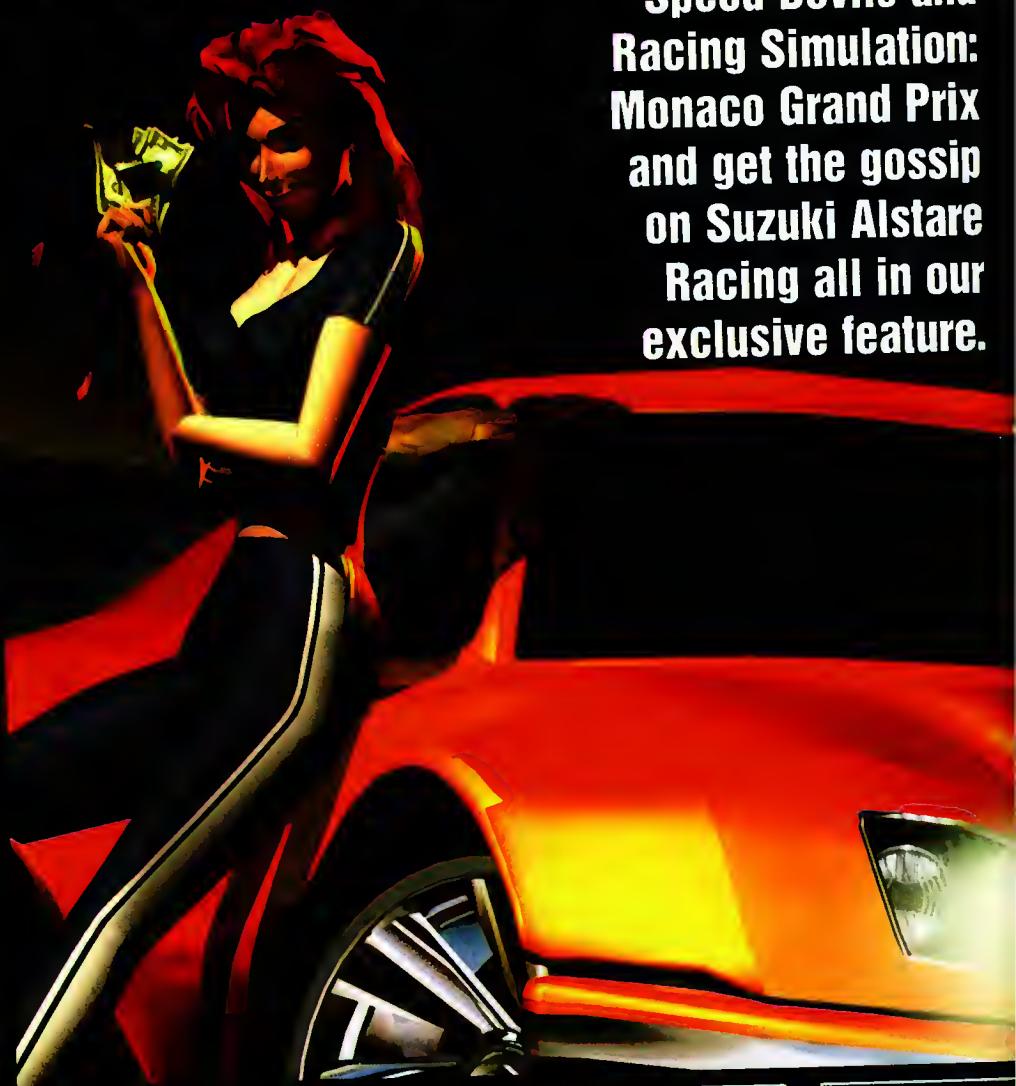
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